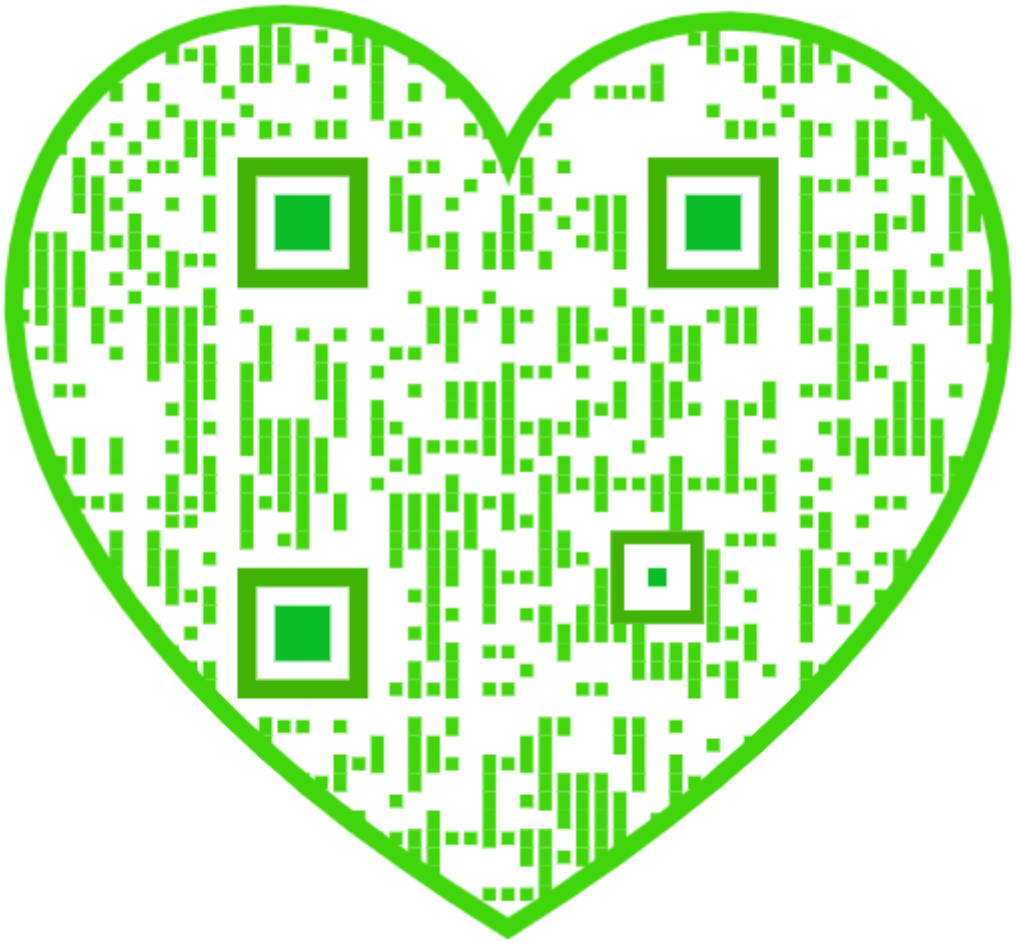

Levi D. Barbour
Detroit

WHIST UNIVERSAL

An Analysis of the Game

AS IMPROVED

BY THE INTRODUCTION OF

AMERICAN LEADS

AND ADAPTED TO ALL METHODS OF PLAY

BY

George William Pettee

AUTHOR OF "AMERICAN WHIST"

The more the American system is examined, the more thorough and perfect it will be found. — *Laws and Principles, by Cavendish, 16th edition*, p. 117.

BOSTON

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TO

THE PLAYERS OF WHIST

WHO STUDY THE GAME

This Book

IS DEDICATED.

L.L. Barbour Bequest
8-9-33

PREFACE.

IT is the purpose of this work to present opinions of European and American authorities upon the conduct of the Game of Whist; to give the history of French, English, and American leads and inventions; to show in what respect the practice in play of former time has been superseded by that of the present; and to apply the instructions of the best writers and players, from Folkestone to Trist, to the proper development of either method of play in vogue at any of the clubs in this country.

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THE WHIST SCORE.

SHORT WHIST uses no score-card, keeping its points (made by cards and honours) with chips or counters. When five points are made, a game is reckoned (p. 173, Law 67). When two games out of three are won, a rubber valued according to the rule (p. 174, Law 71) is scored.

FIVE-POINT WHIST uses counters to indicate the number of points made by cards. When five points are made the game is finished, and counts upon the rubber in the same manner as in Short Whist.

LONG WHIST has special regard for points only, since *all* the cards are played for *all* that can be made (p. 193, Law 12). Division of game and rubber is made in order that there may be exchange of partners, or admission to the table of new players, if such exchange or admission is desirable. LONG WHIST therefore authorizes the use of a score-card, which shows the games and rubbers while registering the exact number of points to which each player is entitled.

SINGLE-RUBBER SCORE-CARD.

USED IN LONG WHIST.

	Names of Players.	Points of Game 1.	Points of Game 2.	Points of Game 3.	Rubbers.	Games.	Points.
Partners.	A	2 1 0 6	1 1 0 0	4 0 3	1	2	18
	B	2 1 0 6	1 1 0 0	4 0 3	1	2	18
Partners.	C	0 0 4 0	0 0 6 2	0 2 0	0	1	14
	D	0 0 4 0	0 0 6 2	0 2 0	0	1	14

HAMILTON CLUB.

BOSTON, July 4, 1887.

REGISTRY.

A. — +4
B. — +4
C. — −4
D. — −4

INTRODUCTION.

THE first-class whist-player is already apprised of the fact that the most radical improvement ever made in the practical play of his favorite game is effected by the introduction of American Leads. He is also aware that their adoption by European clubs has become, or is fast becoming, a necessity.

Cavendish, the highest English authority, having in an address before the London Players advised the acceptance of the new régime, in his preface to the sixteenth edition of "Laws and Principles" says: "The author is firmly convinced that American leads are founded on true principles of whist-play, and they therefore have his hearty approval." He does not take the responsibility of ordering an entire change in the English play, because not all the members of certain clubs in London have admitted their superiority over plans in use. To convince persons who do not desire to be convinced, is a work that generally requires time. We shall chronicle several

important regulations to which the foreign players will eventually give their adherence, expecting them however to take all advantage of the law of limitation.

According to the celebrated player James Clay, it was a great triumph for the Frenchmen when some forty years ago the English champions went to France to do battle, and "were constrained to return with a system modified, if not improved, by their French experience. For our neighbors — accurate, logical, and original thinkers — had not been content to imitate our system, but had created a system of their own. We were forced to recognize a wide difference between their system and ours; and the French game became the scorn and the horror of the old school." But that old school of England "went gradually to its grave with an unchanged faith, and in the firm belief that the invaders with their rash trump-leading were all mad, and that their great master Deschapelles, the first whist-player beyond any comparison the world has ever seen, was a dangerous lunatic."

Some of the players of England may be as unwilling to accept advice from America as their predecessors were to take it from France; but even as what of brilliancy belongs to their play is of French origin, and as what now is offered of

ingenuity is of American origin, they must yield to the inevitable. The French game was full of finesse and daring. "The manner in which they seemingly gave away tricks," said Mr. George Lytle, "was perplexing." But they played for the entire hand, and strove to see the end from the beginning.

"A fair finesse lost is a game saved; a deep finesse made is a game won," said the master Deschapelles; but his inferences were all too intellectual for appreciation by the ordinary player, who blundered on, snapping at every trick on the instant for obtaining it, — leaving, whenever luck did not chance to favor him, the closing part of every hand at the mercy of adroit adversaries, who not only read his play but the cards he held.

The merit of the inventions of Mr. Trist consists in the development of an under-lying law. The first card played is the index finger of the hand. Heretofore a special holding only warranted such a proclamation. Now the proper card is designated, and having led it, there can be no hesitation as to what shall next be done. Certain combinations demand that certain leads shall be made. These are specified (p. 24 *et seq.*). Apart from these, a low card led from a strong suit is the *fourth best* of that suit; an ace led from ace and four or

more small is followed by the *original fourth best* (see also Example 2). Having opened a suit of *four*, the *highest* of two indifferent cards is led; having opened a suit of *five*, the *lowest* of those two.

EXAMPLES. (1) A. holds k., 10, 7, 6, 5, 3, 2; he leads the 6: he has *exactly* three cards of that suit higher than the card led. (2) A. holds ace, qu., 9, 7, 4, 2; he leads ace and follows with the 7: he has *exactly* two cards higher than his last played card. A. holds k., qu., and others; he leads k., — that takes; then *original fourth best*, showing *exactly* two cards higher than that last played by him. Or, he holds k., kn., 10, and others; leads the 10; if it wins, he follows with *original fourth best*, — showing of course k. and kn. in his hand. (3) A. holds k., kn., 10, 9; he leads the 9; though ace and qu. fall, his next lead is the k. The three cards that he holds are all indifferent, but his play of the k. proclaims but the kn. and 10. If A. holds k., kn., 10, 9, 6, he plays first 9, then kn., and he has shown another card in hand beside the k. and 10. If he holds k., kn., 10, 9, 6, 5, he plays first 9, then 10; k. and kn. already pronounced in his hand, he must also hold two more of the suit (see ORDER OF LEADS for full particulars of play).

ABOUT THE BOOKS.

A BOOK is needed whose arguments and examples shall be based upon the principles that govern the new mode of play. Its title, "Whist Universal," is chosen because to the different methods (p. 20) the *morale* of American Leads is applicable.

The writer of history sometimes prints a long list of names of authors whose works were consulted, as he states, when making his book; and yet we are tacitly given to understand that from many of them very little was elicited. Inasmuch as forty-five fiftieths of the books and pamphlets upon whist published in England or republished here, which we have happened to see, were made up of (1) the laws of Short Whist; (2) anecdotes of the maker's personal experience; (3) repetitions of Cavendish instruction; and (4) a particular claim to the patent for furnishing *all* the information on earth concerning whist, while *not one* of them contained an original idea in reference to the game or its management, — it does not appear proper to quote their opinions, certainly

not to consider them authorities, now that in the light of new revelations whatever of interest they may have possessed has passed away.[1]

The task, therefore, of making selections and quotations from English authorities that shall meet with prevalent approval will not be difficult, since the general rules of Cavendish not in conflict with the new order of things, "Whist Developments," the literal interpretation of American correspondence with the London "Field," the excellent counsel of James Clay concerning finesse, and the luminous objections of Drayson to statements made by previous writers, constitute what remains of value to the whist-player in the mass of matter that has been flung upon the country by the prolific English press.

[1] See Appendix.

AUTHORITIES.

WE give neither time nor space to history that does not affect the game as properly played to-day. When Cavendish issued the first edition of his "Laws and Principles," — a compilation of decisions of the players of twenty years ago, — he had Hoyle's amended orders, Mathew's, Paine's, and others' rules, the Folkestone traditions, and the Deschapelles inventions, from which to gather information to form a basis for a recommended practice. Revisions of and additions to the original text have from time to time been made; but the statement of the reasons upon which the principles of play are founded remaining substantially the same, the work has passed triumphantly through sixteen editions. The more recent of these are improvements upon the earlier, inasmuch as additional valuable counsel upon play has been admitted to the body of the book. The original issue was swiftly followed by Clay's "Treatise" and Pole's "Theory," — the former, a series of directions by an excellent player; the latter, a prolonged echo of the Folkestone com-

mand, "Lead from your strong suit; study your partner's hand." After a time Drayson followed with a book containing information upon Practical Whist, and critical comments upon the statements of his predecessors. His independent course gave him assured success; emboldened by which players of Short Whist, with or without provocation, rushed into print. Such books, like pretentious patent medicines, had a sale; for about what was popular people desired to read, and it is infrequently the case that novices in literature know what is best to buy.

In April, 1884, an important circumstance occurred. A letter from an American, proposing for the highest order of play a new practical plan of his invention, was printed in the London "Field." The attack upon it by the wiseacres was a lively one, but the author continued his correspondence, defending his views. The controversy lasted many months, the American — proclaimed by the best players a victor from the outset — establishing his claim.

The majority of persons who refer to Cavendish imagine that he is the originator of the leads and manner of play recommended by him. He is not an inventor, but a compiler. The authorship of certain conventionalities he claims, and the de-

mand is heartily conceded. But with reference to his text-book he writes: "In the case of whist, the idea of publishing hands played completely through is not mine; nor is the scheme mine of giving reasons and arguments for all the principles of play, instead of stating them, as was previously done, in the form of isolated and arbitrary conventions. I have only clothed with words — and indeed not always that — the results of the discussions of valued friends and members of the little school that obtained notoriety in 1871, in consequence of an article on whist which appeared in the 'Quarterly Review' in January of that year."

Cavendish in his Introductory to "General Principles" remarks, that "by general reasoning, not by abstract calculation, the chances in favor of a certain line of play are determined," and recommends that "the student be satisfied if the reasons given appear weighty in themselves, and none weightier in opposition to them can be suggested." This is logic; and the method of play that he advised, founded upon the conclusions of all the authorities to whose opinions he at the time had access, has stood, and in great part will stand, the test of time. The weightier reasons that can now be given for deviation from rules that before dis-

coveries were made were accepted as sound, are announced in part in "Whist Developments," — the history of a system of new American Leads devised by Nicholas Browse Trist, of New Orleans, to whom the book is dedicated by Cavendish, who published it, illustrated and embellished in the popular manner of De La Rue. Cavendish thought it a remarkable circumstance that the best whist-player of the world should be a Frenchman; perhaps he thinks it more remarkable that the man who revolutionizes the game should be an American. He would fain believe that American Leads add little that is new to the game. They add nothing. The game is in the cards, with all its possibilities. Watt added nothing to steam when he found it expansive; Fulton added nothing to its capability when he invented the machinery it could drive.

The introduction to the world of American Leads, and substitution of American play for that now rendered obsolete, marks the most famous era in the history of this wonderful game, simply because whist played by any method of count is now furnished with a system, by the use of which its power can be developed.

INVENTIONS.

THE fifth edition of Seymour's "Compleat Gamester" was printed in 1734, and in it he designated whist as a "very ancient game among us." Hoyle has been erroneously styled its father. His treatise was not printed until 1743, and there is no evidence that he devised a lead or invented a play. He did but set down in pamphlet form the current business of the day concerning it. He was a recognized gambler, who made calculations upon chances and arranged tables of computations for laying wagers upon all manner of games and sports. From the Lord Folkestone party at the Crown Coffee-House he probably gained some information; but their quality of play comes to us from other sources.

Mathews and Paine, who followed Hoyle in publication, proposed rules to be adopted in the conduct of the game; but the inventions that were of note were evidently made by the intellectual men who began its scientific study in 1730. Mathews says of Hoyle that "so far from being able to teach the game, he was not fit to sit down

even with the third-rate players of his day." The game of 10 points that could be made by honours and cards was played in Seymour's time with forty-eight cards. The Folkestone party introduced the deuces and counted the odd card. They were the inventors of the lead from the long or strong suit, and of a plan of play in accordance with the demand of the partner's hand, studying that hand through the fall of the cards and the correct play of sequences. In the game which they had received from those who could not appreciate its capabilities, they made the important changes which form part and parcel of it to-day. The practice of Cavendish and the theory of Pole were ordained a century and a half ago by the Folkestone Club.

The discard from the best plain suit on the adversary's lead or call for trumps, and of a card from the weakest suit upon the partner's lead or call, is of English invention. The order of play changed, however, to accommodate the revealed strength of the partner.

The lead of the penultimate card from a suit of five or more is an invention of Cavendish, and until recently was properly considered of great value by way of conveying information. The rule that he laid down was: "Begin with the lowest but one of the suit you lead originally, if it

contains more than four cards." Cavendish had a strong opponent of his plan in Clay, who persisted in his opposition to any other lead than that of the lowest card. His brusque chapter on intermediate sequences was a feature of his lively "Treatise;" but on reading the arguments of Cavendish he yielded, and declared his readiness to play with him at the "Portland," adopting his plan.

The "echo of the call," Cavendish tells us, was adopted by the advanced players ten years ago. We presume it to be of English invention. It is of great value, for it tells of numerical strength where the player of the call or leader of the trump desired it to be. The directions of Cavendish for its play are, however, calculated to hinder rather than help the perception of his partner. He says: "You have 8, 7, 5, 2, of trumps. Your partner calls. You echo by trumping a suit with the 5, then lead the 8, and when your 2 falls your echo is completed;" — and the game too, by that time, perhaps. Trump with the 5 and lead the

The trump-signal was not the result of invention, but of accident. Cavendish gives its history in this wise: "It is a common artifice, if you wish a trump to be led, to drop a high card to the adversary's lead, to induce him to believe that you will trump

it next round; whereupon the leader will very likely change his suit, and perhaps lead trumps. Thus, if he leads king (from ace, k., and others) and you hold qu. and one other, it is evident that you cannot make the queen. If you throw the queen to his k., he may lead a trump to prevent your trumping his ace; but if he goes on with his suit, and you drop your small card, it may fairly be inferred that you have been endeavoring to get him to lead a trump. Your partner should now take the hint, and, if he gets the lead, lead trumps; for if you want them led, it is of little consequence from whom the lead comes. By a conventional extension of this system to lower cards, it is understood that whenever you throw away an *unnecessarily* high card, it is a sign (after the smaller card drops) that you want trumps led. This is called asking for trumps, or calling for trumps."

It is strange that in more than half a century no one appeared as claimant of honors for discovery of any new play. The whist of Folkestone was the whist of Charles Lamb and Mrs. Battle, whom Lamb immortalized. Early in the present century the great player Deschapelles introduced his wonderful play to the Parisian clubs, — far the most original and brilliant ever known. The fine "coups," as may be known by the French term

for his startling acts, were of his invention; but the record of play not being kept, the many instances of victory achieved by the aid of his foresight and practice of strange ways, are lost to us. The shrewdest management of Clay is traceable to the teaching of Deschapelles. The grand coup that consists of throwing away a useless trump to gain a trick upon the forced play of right-hand opponent, and the so-called Deschapelles coup, made by the lead of a high card at the head of many to be lost to the adversary that the play may be forced up to the leader's partner, are the two distinguishing memories of his genius. Of the grand coup Clay says: "Every one who has played whist much must have observed the not infrequent occasions when a player has found himself in the last three cards of the hand with a trump too many. He has been obliged to trump his partner's trick, to take the lead himself, and to lead from his tenace, instead of being led to, by which a trick is lost. The triumph of the great whist-player is to foresee this position, and to take an opportunity of getting rid of this inconvenient trump, — which may be done either by under-trumping the adversary when you cannot over-trump him, or by trumping your partner's trick when you hold a losing card, with which

you know you can again give him the lead if you wish to do so. I have known Deschapelles, and not infrequently, to foresee this difficulty, and to defend himself against it many tricks before it was established or at all apparent to any one else."

Deschapelles was the inventor of many daring coups for the play of which he was specially noted. His bold trump-leading in order that he might obtain advantages that he saw in the proper after-play of the cards that he held, astonished the calm Englishman, who, as Clay states, "thought him an inspired madman." These many coups of his peculiar leads for problematical results are practised of course, but not as it would seem as brilliantly as by him, for he kept the clubs in a fever by his constant successes. He had the faculty of reading the cards that fell, as also of placing those that remained, and was reported as always tormenting second-hand while he admirably played second-hand himself. His game was Long Whist without the trump-call or the echo, nor had the designated leads of high cards been arranged for informatory purposes. But he was the most wonderful of the whist-players, and the applause of all bystanders at the close of his well-conducted game was not infrequent.

Deschapelles issued a pamphlet, — "Traité du Whist;" but it did not record his own achievements, nor was it other than a fragment of directions or memoranda of laws.

Long Whist was played in America according to the old method, honours counting, until the middle of this century. In the fall of 1857, when the Ohio Life and Trust Company of Cincinnati made one of the first of the many disastrous failures of the decade, a party of gentlemen at the Tremont House, Chicago, solaced their grief for ill-fortune by a game of whist. The play became very interesting, and lasted many hours. For the first time within the writer's knowledge honours were not counted; and after that date the players made the game of seven points the game of Long Whist.

Within these twenty years just past the American claim for the lead of first ace then k., if no more of the suit are held; of k. then kn., from the four honours; and of the 9 when k. and kn. and not ace or queen are held, — has been established.

We claim, as an American invention, the 9 designating k. and kn. surely held; but we are aware that in Mathews' time these cards were never regarded as equivocal. "Good players," says Mathews, "never lead a 9 or 10 but for one of three reasons: (1) from sequence to k.; (2) from

9, 10, kn., and k.; (3) when the best of a weak suit not exceeding three in number."

It is an astonishing and altogether unexplained, and as we believe unexplainable, circumstance that Cavendish considers the 9 an "equivocal" card. There is absolutely no reason for the assertion that he makes (p. 118). It is to be hoped that he will as gracefully abandon his argument as he has done in the matter of the penultimate play.

The refusal to play qu. by second hand on kn. led, as per the long-time registry and direction of the English authorities, is strictly of American origin; and such refusal made manifest, probably had much more influence in compelling Cavendish to change his law than had any calculation by Dr. Pole.

The invention of the signal after trumps are out, or rather the application of the trump-signal to inform partner of holding the third-best card in suit, is also American (p. 78).

While all these improvements are applicable to either method (p. 20) of play, they are of greatest service in the genuine game to which they are specially adapted.

The American Leads of Mr. Trist are the orders for original play of every leader, no matter what form of whist he favors; and they take the place

of any other plan or regulation because they are systematic, and demonstrate a law which, if obeyed, exercises an instant control over every hand held.

The cardinal advice of Mr. Clay, — "A golden maxim for whist is, that it is of more importance to inform your partner than to deceive your adversary," — would seem to have been in the mind of Mr. Trist during all his investigations and explanations about the most proper leads to be made. All these leads from the various combinations as distinguished from others will be found under THE LEAD.

While the order for the third-hand play of unblocking is not literally an invention, the full direction for its management in all particulars, as furnished by Mr. Trist, is entitled to great regard (p. 67).

The plain-suit echo, emphasized by Cavendish as a most valuable appurtenance, is a part of the system of Mr. Trist (p. 140).

The change that has come over the spirit of every whist-player's dream since the new system in its entirety has been introduced into American clubs and advocated by the historian, critic, and director of whist in London, is the greatest recommendation of its excellence and the grandest compliment to its inventor.

THE THREE METHODS.

THE clubs admit respectively three methods of whist-play, briefly called Short Whist, Five-Point Whist, and Long Whist. The first named is English, and is played with honours; the second is a mongrel game, without honours; the third is American, played for points alone. With the first, honours and points go to make the game, and the game to make the rubber; with the second, five points by cards being made, the game is closed and goes toward the rubber; with the third, every card in every hand is played, and every trick beyond six counts a point upon the game. A single game from the start in Short Whist *may* be finished when seven tricks are taken by a player and his partner, in Five-Point Whist when eleven tricks are taken, and in Long Whist when the whole thirteen are taken. It will be seen that each of these methods should have its separate laws and order of play, since the rule under which a player holding four honours would play his cards to make but three more tricks, might not apply to him who with the same cards had eleven tricks to make,

and would be of no avail to one who must use all his cards to the best advantage for his own and his partner's hand. General orders however may be understood and appreciated by players of the first two methods, while special directions must regulate the last. For instance, players of Short or of Five-Point Whist ask certain questions while the game is in progress, any one of which would disturb the calculations of a player who must carry information that the play has given him to the close of every hand. But there are certain principles that regulate the action of *every* player. There are certain leads from specified cards proper to be made at the outset of every game. And while there are critical situations occurring in every rubber that is played wherein the brain-work of the player must be more potent than established rule affecting his particular act, still he must understand the system within which others move, if he would take the highest advantage in reference to his own proposed finesse.

THE LEAD.

THE trump turned on his right, it becomes the privilege and duty of the player to throw the card that in a majority of instances is to be regarded by partner and adversary as the exponent of his strength.

Drayson says, "The original lead is an easy thing;" and again, "The correct lead ought to be learned in one or two hours." We forgive the statement in the impulsive man who says he "once lost *thirty-five* rubbers *in succession*," and at another time, "If I was to enumerate the number of rubbers I have seen lost by one player weak in trumps refusing to force his partner, I should *count them by thousands.*"

Dr. Pole while italicizing the declaration that "*the first lead is by far the most important one in the whole hand*," requires nor time nor study to ascertain what that lead shall be. "Whenever you have *five trumps* whatever they are, or whatever the other components of your hand, *you should lead them;*" and if you have not five trumps, his

great theory demands that "you lead from your longest suit."

It happens that neither Drayson nor Pole ever understood *what* card was proper to lead upon principle from that longest suit. It also happens that the longest suit may not be the most eligible one from which to lead.

It may be very impolitic to lead trumps, though you hold five or six or seven. Cavendish illustrates a game wherein if the leader holding seven trumps leads one of them he must lose the odd card. If, properly judging his hand and knowing that he should throw the lead, he plays from a plain suit, he must make the odd card.

"Let no written rule get the better of your judgment in the matter of managing either a peculiar or a commanding hand."

If, however, it is correct from the hand you hold (and it almost always will be correct) to lead from a long suit, "a most valuable mode," says Cavendish, "of conveying very precise information of strength is within the reach of players who think fit to adopt American Leads." And he adds: "It may be stated that they form a beautiful system, which is in full harmony with the established principles of whist-play."

ORDER OF LEADS.

The analysis of leads that follows presents the correct play from the several combinations specified.

From the Ace.

Holding Ace and K. — In either trumps or plain suit lead ace, then k. Your partner will understand you have no more of the suit. If trumps are played, they signify to partner, on getting the lead, to draw two for one. By the play in plain suit a call for trumps is noted; partner is told that leader is ready to trump the suit on its return, if partner has not the best; the leader also states he has not a valuable long suit, but will play partner's game.

Ace, K., Qu. — In trumps lead qu., then ace; for if on second lead you play k., you designate ace and others. In plain suit k., then qu.

Ace, K., Qu., Kn. — In trumps lead kn., then ace, then k. If on third lead you play qu., the lowest indifferent card, you designate more than the king in hand. In plain suit lead k., then kn., for that

informs of ace and qu. If your third play is ace, the highest indifferent card, you have the qu. and no more; if qu., you have more of the suit.

Ace, K., Qu., and others. — In trumps lead qu., then k., then ace. There are more trumps in hand. In plain suits lead k., then qu.

Ace, K., Kn., and two or more. — Lead k., follow with ace, and know by the fall of the cards what next to play.

Ace, K., Kn., and another. — Lead k., play from another suit, and wait return of this to finesse kn. if you think best, in case partner does not play qu. back to you.

Ace, K., Kn. — Lead k. either in trumps or plain suit, then lead from another suit. If partner has qu., when he has the play he will lead it back. Take the qu. and return kn. If in trumps partner had four originally, he will inform you by throwing one lower than he played on your k. led. If your lead was in plain suit, he can call by the same play if he wishes trumps led.

Ace, K., 10, or 9, and others. — In trumps lead k.; if you do not follow with ace, lead original fourth best, or wait return play. If in plain suit,

and you are strong in trumps, play a trump for second lead

Ace, K., and five others (or more). — K., then ace.

Ace, K., and three or four others. — In trumps it may be best for your plain suits that you have three rounds. If so, play k., then ace, then another. But if you require to keep command of trumps, play k., then original fourth best.

Ace, K., and two others. — In trumps, the lowest; in plain suit k., then ace.

Ace, K., and one other. — K., then ace. It seldom happens that you are required to lead *originally* from a suit containing only three cards; you must have at least one suit of four. This suit may be trumps, and the rest of the hand may be in threes. In such case you must choose from which three your play had best be made.

Ace, Qu., Kn., 10, 9. — Ace, then 10, to show exactly two cards better than the second lead.

Ace, Qu., Kn., 10, with or without others. — Ace, then 10. With more than four in suit, after 10 lead kn.; with four, lead qu.

Ace, Qu., Kn., and two or more. — Ace, then kn. This shows qu., and denies k. in hand.

Ace, Qu., Kn., and one more. — Ace, then qu. This shows kn. and but one more of the suit, denying k.

Ace, Qu., 10, 9, with or without others. — Ace, then 9. The order in Short Whist was, and with some players now is, the 9; but in the last edition of Cavendish he carefully omits the special lead. It is false play (see p. 120). The ace and then original fourth best is correct.

Cavendish at the close of his ace leads, in his sixteenth edition, says: "Lead lowest with only four in suit (with ace at the head), the cards being of lower denomination than in the leads already enumerated." But these cards are *not* of a lower denomination, and they are of sufficient consequence to demand attention as a special lead.

Ace, Qu., 10, and others. — Ace, then original fourth best. This is a double tenace, and, not unlike some other suits in tenaces, should not be led if without bad play another lead can be made; but we are presuming that from the suit the lead *must* be made.

Ace, Qu., 10, 9, 8. — Ace, then 9, showing exactly two higher. K. will make in any event if with one or more on the left.

Ace, Qu., and five or more. — Ace, then the original fourth best.

Ace, Qu., and three or four. — In trumps, the original fourth best unless it be the 9; in that case lead ace, then 9. In plain suit, ace, then original fourth best.

Ace, Qu., and two others. — The lowest card. Do not refuse to lead from this tenace, unless you have another good lead.

Ace, Qu., 9 only. — It will not happen with this combination but that there will be some other in the hand from which to lead *originally*. The 9 must not be led; if the suit must be played, lead ace.

Ace, Qu., and one other below the 9. — The lowest card; for if this lead must be made, the ace had best be held up.

Ace, Qu. — Ace; but as an original lead there can hardly be a call for this play.

Ace, Kn., 10, 9, with or without others. In trumps or plain suit, ace, then 9. This is another lead

heretofore falsely played in some cases, but now in special lead omitted from the order in Cavendish. In former editions of "Laws and Principles" he has advocated the lead of the 9, and he does not now cancel the statement that it is an equivocal card. He also calls this lead of the 9 on this combination in "Whist Developments," and it may be that in his instructions to lead the lowest from four in suit he means this quartette shall be included. (See THE 9, p. 118).

Ace, Kn., 10. — Ace, then 10. The 10 led would provoke second hand holding k., qu., and others to pass (but see p. 49).

Ace, Kn., 10, and one other. — The low card.

Ace, Kn., and more than two. — Ace, then original fourth best.

Ace, Kn., and one below the 9. — The lowest; the tenace had best be held.

Ace, Kn., 9. } Do not lead from originally. (See
Ace, 10, 9. } **Ace, Qu., 9.**)

Ace, and six below the kn. — Ace, then original fourth best.

Ace, and five smaller than kn. — In trumps, the fourth best; in plain suits, ace.

Ace, and four smaller than kn. — In trumps, the fourth best; in plain suits, the ace.

Ace, and three small. — The lowest. The Parisian play is ace.

Ace and two small. —The low card (generally).

From the King.

Holding K., Qu., Kn., 10. — There has been more disagreement in regard to the proper lead from this combination than from any other. The Long-Whist player insists upon his conventional play from this (as he considers it) decidedly conventional lead. He leads k. to be taken by anybody's ace, but by his partner's certainly if he has but one more of the suit, and not by him if he has more. He insists that he better reads his partner's hand to guide his after play. His next lead is the qu. if he has but kn. and 10 remaining; kn. if he has one beside, and 10 if he has more than one.

The English play holds to its original order of the 10, but varies its play if 10 forces ace to qu. next, to show qu. in hand. It thus conforms to the new order of American Leads, that calls for fourth best originally where ace is not played, followed, if ace is forced, by kn. when k., qu., and more are held, and by qu. when only k., kn., are held. This distin-

guishes lead and play and inference from the lead of the 10 when k. and kn. are held, without the qu., as high cards. We believe the Long Whist conventional play is the best, but give them both in detail.

The Long-Whist lead is — play k.; if ace falls and you hold two small cards of the suit, play 10; if only one, play kn.; if the suit was quart to k., play qu. second lead. If you originally lead the 10, and partner has none of the suit and but small trumps, he might trump what could be the head of a sequence (for the 10 is played at head of sequence, or at head of three in Long Whist). A few of the Long-Whist players follow the American Lead adopted by Cavendish for Short-Whist play. Lead 10; if ace falls, qu. and kn. are indifferent cards. If the second lead is the qu., leader holds k., kn., only; if the kn., he holds one or more small cards. The k. of course is not an indifferent card; but if the 10 wins the trick, k., qu., and kn. are all indifferent cards. Now, if the k. is the second lead, the leader has but qu. and kn; if the qu. is the second lead, he has a small card; if the kn., he has more than one.

K., Qu., Kn., and more than one. — Lead kn.; second lead, with more than five, qu.; with five, k.

K., Qu., Kn., and one small. — K., then kn. if k. wins, and not the small one, for the ace may be held up. Fourth hand holding ace, 10, and another, would not play ace on k. led, especially in trumps.

K., Qu., Kn. — K.; if it takes, qu.

K., Qu., and small ones. — In trumps, fourth best; in plain suits, k. If there are seven in all, in trumps lead k. and then fourth best.

K., Qu., and two. — In trumps, the lowest; in plain suits, k.

K., Qu., and one. — K. if it wins, the small one; for if opponents have ace and kn., they will make them; if they have not, it is fair to leave the chance to partner of holding one of them.

K., Qu. — K.

K., Kn., 10, 9, with or without others. — 9, in trumps and plain suits. If the 9 wins, with more than four lead 10; with only four, kn. If 9 forces qu., or qu. and ace, with more than five lead 10; with five, kn.; with four, k. If 9 forces ace but not qu., lead k. Third lead, with more than four originally, 10; with four, kn. (See THE 9, p. 118).

K., Kn., 10, with one or more small. — In trumps, lead kn; in plain suits, lead 10. If 10 wins, the original fourth best; if 10 forces qu., or qu. and ace, with more than four in suit lead kn.; with four, lead k. If the 10 forces ace and not qu., lead k. The kn. in trumps is the distinguishing Parisian lead.

K., Kn., and others. — Original fourth best.

K., Kn., 9. — With or without any or all others, but without ace or qu., lead 9.

K, 10, and others. — Original fourth best.

K., 10, 9. — If led, play k. (But see **Ace, Qu., 9.**)

K. and four or five. — Fourth best.

K. and three. — The lowest.

K. and two. — The lowest generally, but not if it is the 9.

K. and one. — K.

In trumps, the lead of k. from k. and qu. declares six or seven, or the 10 in hand. If kn. and ace fall to the first trick, qu. and 10 are indifferent cards; and if 10 is next led, the original lead was from more than four trumps.

From the Queen.

Holding Qu., Kn., 10, 9. — Qu., then 9; if more than four in suit, 10 after 9; with only four, kn.

Qu., Kn., 10, and others. — Qu.; second lead, 10 if more than four, kn. if only four.

Qu., Kn., 9, and two others. — Qu.

Qu., Kn., 9, and one other. — Lowest.

Qu. and two others. — Qu. Qu. and two, kn. and two, or 10 and two, the higher card is the better play; the leader is more likely to help the partner in the suit, and if a small card is led he is deceived in the number held. Some players are decided in the matter that from three the highest had best be led, even from ace and k. In a lead from either of these cards, the partner must wait developments to show the meaning of the play.

From the Knave.

Kn., 10, 9, and others. — Head of sequence. If there were but four in suit, lead 10 second; if more than four, lead 9.

Kn. and three others. — Smallest.

Kn. and two others. — Kn.

From the 10, 9, or 8.

The 10 led signifies k., kn., and others, and in Short Whist quart to the k. (See From the King.) In Long Whist it is led from k., kn., with or without others (not the 9), at the head of sequence, or as best of three; the latter play is seldom made as an original lead.

The 9 is led in Short Whist as per Cavendish, from many combinations. (See The 9, p. 118.) In Long Whist the 9 is led for the single purpose of indicating the presence of k. and kn. As an original lead it always has this meaning.

The 8 is led as a fourth-best card, or as the lowest of four. Neither the 8 nor any lower card is led at head of sequence originally, unless from a very peculiarly constructed hand. Any card lower than the 8 may be the original lead of the player, who will always hold *exactly* three cards of the suit higher than the one led.

Any one of the foregoing leads, it is supposed, may be the original one by an original leader. Any one of them is of course to be chosen as the first lead of any other player; but he is to regard what has been played, and he may have less reason than the first player for making a conventional or systematic lead.

The leads suppose a small card turned. They suppose a necessity exists for the lead from a given suit held, as the best opening play. In their continuation they suppose that no player has renounced upon the first round.

If a lead is to be made up to a trump turned, it is proper to play a card that will take it, if none higher should be thrown.

For instance, — holding ace, qu., 10, etc., kn. turned, lead qu. With k., kn., 9, etc., 10 turned, lead kn. With qu., kn., 9, the 10 turned, lead qu., — which is better than kn., because partner will give you kn. in hand; but if you throw kn. he would not give you qu. With kn., 10, 8, the 9 turned, lead kn. If you are to lead through an honour turned on the left, it is not essential that the card should be as high as that turned if there are probabilities of partner holding one higher. Holding kn. sequence, k. or qu. turned on the left, lead kn.

Should an honour be turned on the right, and the leader would have trumps out, he should not hesitate to lead up to it. If it must make, let him require it to do so as soon as possible. If however he holds tenace over it, and can soon enough call the play of a trump from partner, very well; and whenever a qu. or kn. is so turned, a good partner weak in trumps will be on the lookout for such call. When therefore a high card (not an ace) is turned on the leader's right, and the first player throws a low card of a plain suit, the leader's partner, holding but one or two trumps, will take the trick if he can and play a high card, to give original leader the opportunity to call. When the means for making tricks or game are in the leader's hand, he should attempt to direct and control the play, and a good partner will sacrifice his own hand to help the result.

It does not follow that because a player holds many trumps, he should lead a trump. It may or may not be best. There is no regularity in hands at whist; they are everlastingly exceptional. There is not one hand in ten held by a good player by the proper management of which he does not make, or help to make, the one trick that could have been lost. There is not one hand in ten held by an ordinary player by the im-

proper management of which he does not lose, or help to lose, the one trick that could have been gained. For whist is a game played hand after hand for *one trick* that is made or lost in each hand; all the rest might be taken, let the cards that are dealt be played (so that no revokes are made) with any form of lead and follow. A hand of many trumps may be played so that the k. or qu. will make, while the 7 or 6 will be lost. If the 7 or 6 ought not by correct play to have been lost, there is very much more blame to be attached to the play that loses that card than credit to the play that makes the trick with an honour.

Dr. Pole's plan of *always* leading trumps from five is obsolete. We have better play. Again, the lead from the longest suit may be suicidal. A. held the ace and k. of spades, the 10 and five small hearts, three little clubs, and the kn. and 8 of diamonds, 10 of diamonds turned. If A. had led a heart he would have forced his partner and lost the game. He threw ace of spades, then k.; B. called; A. played kn. of diamonds, which took; he followed with 8. B. took with qu. and forced with spade, trumped ace of hearts (led from ace, qu., kn., etc.), drew k. and thirteenth trump with ace, and made remaining spades and game, the four honours in hearts and in clubs against him.

A trump-lead, k., qu. or kn. at the head of the suit and not in sequence, or it may be with two in sequence, will usually depend upon the skill of the player for success. The general player with many trumps headed as above almost always loses a trick. The careful watch of the cards with inferences as to what is held in each hand is a necessity. The cards that fall upon the original fourth-best led (whether the first or second lead) are the guides by which a skilful player will sometimes make every other trick in the suit.

Though conventional and systematic leads are ordered as the best that can be devised, they are subject to the judgment of the player. Exceptional hands demand exceptional treatment. Usually, some one of the plays in the analysis is the best to be made as an original lead. Usually too, when the next player has the lead, one of the leads of record is the best for him to make. But the constantly recurring beautiful problem in whist is the necessity for new-made calculation. A man who merely plays pictures holding ace and k. and others of a suit, throws the k. and then the ace; and if he finds a call is made by partner, he leads a trump. If he sees no call he is relieved from further responsibility, and takes or relinquishes what follows with a smile if the biggest

picture is held by himself or partner, or with a sigh if it is not. It is true that wherever the high cards are held there must the tricks be gathered; but there will be difference in the *number* of those tricks, or especially in the *manner* of their being taken, dependent upon the education of the player. Whist must be played by brain power.

It was natural that when the system of American Leads was proposed in England, the opposition to its adoption should be violent and sincere. It is not strange that there were a great many second-class players in this country who believed (and perhaps they still believe) that whatever was said or done by persons on the other side of the water must take preference of anything that could be said or done on this side. But it happens that the best players, here and there, saw at once the value of the system. There were, there are, obstinate objectors to its domination. They say that the game is complicated by its use. They do not tell wherein, and it would be a difficult task to make good the assertion, since the American system requires only — (1) That the leader holds exactly three cards higher than the low card led; (2) That if he leads a high card and then a low one, he has exactly two cards higher than his second lead; and (3) That having led a high card,

when following with another high one he plays the highest of two equally good if he has but four cards of the suit, and the lowest of the two if he has five.

In the words of Cavendish, "All an American leader asks his partner to observe is —

1. That when he originally leads a low card he holds exactly three of the suit higher than the card led.

   Example. A. holds qu., 10, 8, 6, 3, 2; he leads the 6.

2. That when he originally leads a high card and then a low one, he still holds exactly two cards higher than the second card led.

   Example. A. holds ace, kn., 9, 7, 4; he leads ace, then 7.

3. That when he originally leads a high card and follows it with a high card, he indicates in many cases to any one who knows the analysis of leads, as every whist-player ought, whether his strong suit consisted of four or more than four cards.

   Example. A. holds kn., 10, 9, 7, 6; he leads kn., then 9; or, A. holds kn., 10, 9, 7; he leads kn., then 10."

It would seem as if the above directions were as free from complication as any plan that can be named.

There was another weak objection; namely, that they seldom affect the result. They are not intended or expected any more to change the relative value of the cards in play than they are to change the cards that are held. "They only consolidate," says Cavendish, "the received practice, and extend a law of uniformity to cases not previously provided for."

There was a third objection. It was that the information afforded may be of more use to the opponents than to the leader's partner.

Of course it may, and so may any play at any time. This last objection is perhaps no weaker than either of the other two; but it is of no avail, for whist is a game in which the leader's business is to tell his partner by the cards all that he can tell of what he holds. He is not to consider that other people do or do not understand. In fact, he plays best who is able by his play to impart the most information.

This most admirable system of American Leads may be used to greatest advantage by players of Short, Mongrel, and Long Whist; the objections to it being invalid, it must come into universal use. It will be proper to remember that even as the card turned is the trump that influences the play of the entire hand, so the card that is first led

is the demonstration of the leader's purpose. It begins the attack; it notifies the opponents that notwithstanding what is shown by the dealer it is the suit, whether trumps or not, which is the leader's best, of which he intends either to keep the control or which he means to establish. In this regard Cavendish says: "It should be borne in mind that American Leads in their integrity assume not merely *an* original lead but *the* original lead of the hand,—the very first lead of all. When a player obtains the lead for the first time, after one or more tricks have been played, he may open his strong suit in the same way as though he were the original leader. On the other hand he may deem it advisable to open a weak suit, or to lead through a strong one or up to a weak one, or if great strength in trumps has been declared against him, may wish to conceal the fact that his best suit is only a very long one of small cards; or if late in the hand, he may conclude that the time for precise exhibition of strength is past and gone. These, however, are matters of judgment, for which no hard and fast rule can be laid down."

To sum up the matter of the first lead. Generally lead from the strongest suit. If it consists of five or more and is not one of specified or distinct combination (p. 24), and is headed by the ace, *lead*

the ace and then the original fourth best. If it is headed by the king from k., qu., and small ones, *lead the k.;* if it takes, *lead the original fourth best.* If it is headed by the king, and the next cards are kn. and 10, then small ones, *lead the* 10; and if it takes, *lead the original fourth best.* If it is k., kn., 10, 9, etc., *lead the* 9; and if it takes, *lead one of the high cards, according to the number* to be specified composing the suit. If it is headed by the k. in any other combination, *lead the original fourth best;* and so of any other series that form a part of a hand.

The secret of the value of the lead according to the newly adopted plan lies in the fact that the leader *at once* communicates with his partner as to the formation of his hand. The old-time leader for instance, holding ace, kn., 8, 7, 3, 2, led the ace and then the 2, perhaps the 3. The partner knew that was his best suit, and that was all; he did not know of what cards it was composed. Now, the leader plays ace and then the 7. He *must* have two cards of that suit higher than the 7. The fall of the cards and the suit of his own hand inform the partner what those two cards are.

One more example, that this matter may be as clear as possible. The leader holding ace, kn., 8,

7, 6, in trumps would lead the 7 (there must be three higher); in plain suits, the ace and then the 7 (there must be two higher).

In connection with this order for the lead we call special attention to the one best original, because the most informatory, play that can be made, the leader holding k., kn., 10, 9, with or without small ones, and quote the order of Cavendish concerning it, in full: —

"Lead 9, even though you hold the 8.

(*a*) If 9 wins the trick, —
With more than five in suit, lead 10 after 9.
With only five in suit, lead knave after 9.

(*b*) If 9 forces qu. or both qu. and ace, —
With more than five in suit, lead 10 after 9.
With five in suit, lead knave after 9.
With only four in suit, lead king after 9.

(*c*) If 9 forces ace but not qu., king must be led after 9. Then (third lead) with more than four in suit originally, lead 10 after king.
With only four in suit, lead knave after king."

"No doubt," says Cavendish, "moderate players may lack the quick perception which would enable them to take full advantage of the American rules. This is no reason why better players should be deprived of that advantage."

The one reason why there are so many "moderate players" is simply because they are content to remain as they are. A man never rises above mediocrity in whist who has not brains to comprehend its mode of management, and disposition to study it in detail. The "moderate player," ever ready to get in his little trump, explain the status of his hand, and hurry up the instant play that there may be another deal, will continue to be the "moderate" player, firm in the belief that he understands the game and that he plays it.

OBJECTIONS.

WE follow the Analysis of the ORDER with a synopsis of prohibitions in the matter of original leads; and inasmuch as the player is to exercise his judgment as to whether it is or is not proper for him to accept an ordered lead, so whenever it becomes a necessity, he will make some one of these objectionable plays.

Do not lead from a double tenace, especially if you can induce the play of the suit to come up to you.

Do not lead from a major tenace if you have a lead that may benefit but cannot deceive partner.

Do not lead, unless very strong in suits, from three trumps, or even four, for the purpose of exhausting trumps. The lead of trumps after they have been played by partner or adversary, or after a trick or tricks have been trumped by either party, must depend upon conditions which the player will understand; but an original lead from three trumps may give the opponents a game that by other play could have been made by the leader.

Players of three trumps at the start sometimes quote the "rash trump-leading" of Deschapelles. They do not consider that he always felt his way before making his trump-lead, and judging by what cards fell and what had fallen, forced two rounds of trumps for the benefit of his after-play.

Do not lead the highest of four cards, except in sequence, unless it be the ace of trumps on your first lead upon your partner's call. The exceptions to this direction are — when you play the Deschapelles coup, or when an ace is led by you purposely to apprise partner of its situation, or to make a trick, opponents having thrown away from the suit. The Parisians lead ace at head of four in plain suits. Of course the lead with us at times is allowable, especially if the second lead can be the 2, for then the leader can have held no more than four.

Do not lead lowest of three cards, excepting k., kn., 10, or k., kn., 9, unless ace or k. is the best of the three, and not then if the lowest card is the 10 or 9.

Do not lead from ace or k. and one other, except in sequence.

Do not lead from any two cards except ace and king.

Do not lead from three cards, the highest lower than knave.

Do not lead a low card with qu. or kn. heading the three, but lead the highest.

Do not lead a singleton unless it be the ace of trumps.

Do not lead a 9 unless you have k. and kn., and not ace or qu.

Do not lead a 10 at the head of three, unless in sequence of three. The requirement to lead this card at the head of three is very occasional.

Do not lead the 9 as the lowest of any four except k., kn., 10, 9. (See THE 9).

Do not lead ace at the head of four unless you have the deuce to use for second lead, explaining the situation.

Do not lead from three cards, two of which form a high tenace, — for instance, ace, kn., and another, or ace, 10, and another. If the lead *must* be made, it may occur at a time when the ace had best at once take a trick; perhaps, however, you can afford to hold the tenace; the lead must be one of judgment.

Do not lead from ace, kn., 10. If the lead must be made, play ace that you may not deceive partner; he holding either k. or qu., would play neither on 10 led, and so either in fourth hand would make. Second hand holding k., qu., and others would not pass 10 led at the time in the play in

which it would be likely to be thrown; for ace and kn. would both be believed to be in third or fourth hand, and the queen second hand would probably not be a losing play upon a lead shown to be enforced, and would insure command of the suit. This especially if trumps are exhausted.

Do not lead originally from a suit of three, if you have a suit of four, plain suit. A hand so evenly divided you will probably play for partner's benefit, and you had best show him by negative action toward the other suits that you are not strong in them.

SECOND HAND.

THE "moderate" second-hand player, according to Cavendish, has little to do,—nothing indeed, but to throw his lowest card. But this is not always whist. Second hand not only has duties to perform, but may be of great avail, and at once. A general order belongs to each hand held, — to the first, play from your master suit; to the second, play your lowest card; to the third, play your highest card; and to the fourth, play whatever will take the trick. The rule is positive; the exceptions are powerful.

"The reasons for the play of a low card by you, the immediate follow of the lead, when you can play a higher card than the one thrown, are,— first, the leader has probably good cards or a long suit, and you may make efficient your high card in an after-play, should he finesse upon a return lead; second, third hand will play his best card if needed, and if it takes your best you have played to no purpose; third, there are two players to follow you, and your partner's play may strengthen your position; fourth, by the play of the low card

on a lead upon which your left-hand opponent will play a high one, you on his lead of any suit become last player."[1]

But the commonly received opinion by the ordinary player that the second hand is of small consequence, since third or fourth hand must determine the result of the round, is challenged by the following exceptions to the lowest-card play:

1. When holding a double sequence or a tierce sequence of the suit.
2. When holding a double tenace.
3. If a 9 is led, and you hold qu. and one, or 10 and others.
4. If you desire to begin a call for trumps.
5. If you hold a fourchette.
6. If you hold ace of a suit of which kn. is led.
7. If you hold a combination from which a certain card must win, the card led proclaiming the combination in the leader's hand.
8. When you hold the k., or the qu., and one more in trumps led.
9. When the lead is your own strong suit, and you can stop its play and wait for a finesse.
10. When you can take the trick and keep the command.

[1] American Whist, eighth edition, p. 56.

11. When holding two cards, the one a high one, the other the next below the lead.

12. If a 10 is led, and you hold qu. and one more.

13. When holding k., qu., 9., and others, knave led, you care to insist upon the play of the ace if in third hand.

14. When planning any description of finesse upon the very first lead of the hand.

To show the influence of the second-hand play, it will be proper to explain the value of these exceptions to the conventional play of the low card.

1. If you do not play the lowest of the sequence, a lower card than one of that sequence may be played third hand, and your partner's best card of the suit, perhaps the ace, required to take the trick. Suppose the 3 of hearts is led. You hold qu., kn., 4. If you throw the 4, hoping that k. may fall third, and ace fourth, third hand instead plays 10, forcing your partner's ace. Had you played the kn., you would not only have taken the trick, but from your partner's under-play lead might have made three tricks in the suit. Again, you hold 10, 9, 6. The lead is the 5 from qu., kn., 7, 5. If you play the 6, third hand the 8, the trick costs your partner's k. If you throw

the 9, third hand will play the 2, and your partner the 4, — holding the other two tricks with ace and king.

2. Holding ace, qu., 10, and another upon a small card led, play either qu. or 10, usually the qu.; for you are left with a strong tenace. But the 10 is the proper play if you are strong in trumps.

3. If in this case you hold double tenace, play 10, as k. and kn. must be in leader's hand; for if he plays the best whist, he will never lead originally a 9 unless he holds those cards. Holding qu. and one more, play qu.; with two or more, pass the 9; holding 10 and others, play the 10. An after-play of a lower card in the suit is not a call for trumps.

4. Play an unnecessarily high card, the best of two small ones if you can do so. Partner will see a 4 and afterward a 3 as readily as first a kn. and then a 5. Moreover there is less chance for the opponents to notice a small card thrown; and you must compliment your partner's observance by non-demonstration.

5. If a 10 is led, and you hold kn., 9, and another, the lead is a forced original one from the highest of three: play the kn.; it forces third hand, may benefit your partner, and does you no harm. Again, if a qu. is led, and you hold k., kn., and 6,

play k.; for if you bring the ace from third hand you have command, if it is with partner you make three tricks. Fourchettes are seldom held against the original suit of the original leader, but sometimes against the enforced lead of an after-player.

6. The knave as an original lead is from k., qu., kn., and two cards, when of course ace is your proper play; or from kn. at the head of sequence, upon which you also play ace unless you hold the k. or k. and qu. besides. Holding ace and qu., play ace. It is folly to play qu., as the k. must be behind you.

The old rule of Cavendish printed in the revised tenth edition, and in editions following, was, "If an honour is led, and you have a higher honour and numerical weakness, cover it." This order continued to be obeyed until in "American Whist" it was rebuked as follows: "If kn. is led, and you have qu. and small ones, it is useless to play qu.; for neither ace nor k. is on your right, while 10 and 9 may be there. If you play qu., C. k., and B. ace, you have gained the trick indeed, but you would have had it if you had not sacrificed qu., and you have established D.'s suit. If you hold k., qu., and others, you do not play qu. on kn., for D. has not ace, and either C. or B. will take the

knave." Cavendish *now* tells us, "It was formerly the practice to cover an honour with an honour, if numerically weak. Calculation shows more is gained than lost in the long run by passing." Whose calculation? In "Whist Developments" he says, "As regards covering queen with k., or kn. with qu., Dr. Pole's calculations have demonstrated that it is more advantageous to pass, even with numerical weakness."

We respectfully submit that the statement quoted from "American Whist" was printed long before Dr. Pole made his "calculations," that common-sense and not algebraical ingenuity is alone requisite to show the folly of the English-ordered play, and that any "calculations" concerning it are of equal value with a mathematical demonstration by Dr. Pole that the sun is farther than the moon from the earth.

7. Holding ace, k., 10, 4. The 8 led, play the 10; it must take the trick.

8. The k. or qu. will make then or probably not at all, since the leader holding three, four, or five small ones with ace will lead fourth-best card; and you also run an equal chance between third hand and partner.

9. Holding ace, k., kn., and others, play k.; ace and kn. will eventually make.

10. Holding ace, k., and several more, take with k. and do not play the suit.

11. Holding k. and 7, the 8 led, there is no avail in keeping k.

12. The play of the qu. may save the partner's ace.

13. Third hand may have ace and two small ones, and decline to take the knave unless forced to do so.

14. Finesse in whist begins anywhere, and at any time. You may desire at the outset to block the leader's game, or to risk against third hand a card that will give you either lead or control.

But these important plays by second hand are supplemented by those that demand the player's attention in the after-play.

In the second round he is to play the winning card to gain the trick or help the partner, or to avoid doing so if it has been proved that third hand was weak, and not to do so in trumps if he holds well in them, especially if with winning cards. He is to finesse by trial, and on him rests all responsibility of the returned finesse. His play to save his partner is at times of greatest consequence. The trick that wins or loses the game is not infrequently for him to make. For instance: clubs led originally by D., from qu. and

three small ones. A. holds 10, 4, 2; A. plays 2, C. plays kn., and B. takes with k. Afterward, trumps exhausted, D. leading again plays another small club. If now second hand throws the 4, C. plays the 9 and draws the ace. If second hand plays 10 he takes the trick, and the ace may capture qu. Good players, therefore, attach great importance to correct second-hand play.

ANALYSIS OF SECOND HAND.

With the Ace.

Holding ace, k., qu. — With or without others, play lowest of sequence.

Ace, k., kn. — Play k.

Ace, k., and others. — Play k.; but in trumps, unless qu. is led, it is well to pass the lead.

Ace, k., only. — Play k.

Ace, qu., kn., and others. — Play lowest of sequence.

Ace., qu., 10, and others. — Generally qu., but strength in trumps will determine if 10 had best be played. The card led will sometimes help the decision. For instance, with 9 led play 10 and hold the tenace over k. and kn.; with 7 led play 10, for the lead must be from k. or kn. In trumps play 10, for the larger tenace is the best to hold.

Ace, qu., 10, only. — Play 10.

Ace, qu,, and others. — Play a low card unless kn. is led, when play ace. It is poor play to cover with qu; the leader cannot have k. The lead in Long Whist adopted from the Parisan code in trumps is kn. When holding k. and 10, one of

the leader's three cards will make; therefore cover kn. with ace. Whether 10 or 9 is led, play qu.

Ace, kn., 10, and others. — In plain suits a low card. The leader has not k. and qu.; one at least of these cards is behind you. In trumps play 10, for then the leader may have both k. and qu.

Ace and others. — If five in suit, play ace; in trumps, a small card. The leader must have four, perhape five; and in plain suit, if your partner does not take the trick, you passing, you may not make a trick in the suit. To save the ace from being trumped it had best be played upon the lead. In trumps holding a good plain suit, avoid the play of the ace even on the second round.

With the King.

Holding k., qu., kn. — Play lowest of sequence.

K., qu., and others. — Generally play qu.; in trumps, a low card. Having but three in suit, play qu. Pass the kn. led, unless you care to bring down ace if in third hand.

K., kn., 10. — Lowest of sequence.

K., kn., and others. — A low card, unless qu. is led.

K., 10, and others. — A low card.

K. and others. — A low card.

From either qu. or kn., or 10 or 9, play lowest of sequence or a low card, unless with a fourchette, or with only two in suit, risking the return of a trump from partner.

Upon an honour led, play ace. Play no honour but the ace on either qu. or kn. led; unless on kn. you play qu., holding 10, or on qu. you play k. holding kn., or holding ace and k. Upon a 10 led, with qu. and but one more, play qu. If a 9 is led you cannot have k. or kn.; but if you hold qu. and another, or 10 and another, play qu. or 10. If an 8 is led, and you have but k. and another, generally play k. You must, if you can, read the three cards that are above the lead, that your second-hand play may take the trick with a small card, leaving you in command. For instance, holding ace, k., kn., 8, the 7 led, the 8 will win.

Do not generally play a high card if you have but one more, and that a small one.

These plays suppose a low card led unless otherwise specified, and all the time the quality of that card must be considered. A 2 led is from three higher cards of the suit, while a 4 or 5 or 6 may be fourth best from five or more. The trump-card must be remembered, its quality and place,—that is, what it is and with whom,—if the lead is or is not the first one made in the hand, if you

would be accurate in second-hand play. Whenever the order is for the kn. or 10, etc., played second, if you hold a sequence up to that card you play the lowest of that sequence.

In the second round, and even in the third, if your partner has been playing the strong hand you are to consider every movement for his advantage. He will know that you in helping him over first player are not calling for trumps. If he has called for or has played trumps, and you hold the winner and another, play the winner whatever it is, and give him the smaller card. If the opponent has called or played trumps, pass the card led for your partner's possible gain.

The discard of the highest or next best of a suit that the second next lead may not be thrown into his hands; the proper trumping of a suit in order to save the partner's trumps; the indication by his play of strength or weakness in the suit led; the sounding of the echo to his partner's call, and the finesse which intentionally, or that which if unsuccessful, throws the lead for his advantage, — are opportunities that are offered second hand; and diligently to improve any of them, following directly as he must the play of right-hand adversary, asks for skill equal to that required of first or third hand player.

To those persons who imagine that second-hand play is plain because you have only to throw the lowest card, we commend the statement of Lassave concerning Deschapelles: "I had rather he would lead or play third hand than to be at my left when in an exigency I am to play. He plays second hand to win with it; and he does win with it. His finesse is terrific."

THIRD HAND.

To the detail of third-hand play in accordance with the new system of American Leads, Cavendish in copying the examples, illustrations, and arguments of Mr. Trist, devotes eighty pages of "Whist Developments." Referring players who desire to study game-openings to that analysis which with the illustrated hands and the references to them makes a volume of itself, we shall give the general order of play in manner sufficiently comprehensive to enable the student to understand the relationship between the lead and the duty of the leader's partner. In the first place it must be borne in mind that it is of the original lead of the original leader with which third hand is to deal throughout all the examples to which reference has been made. It is the business of third-hand player in all those instances to conform to the desire expressed by the lead of the first player to make for him his hand. In former play, — that is, before the adoption of American Leads, — third hand was indeed apprised of the fact that his partner held a long suit, one card of which he origi-

nally played, perhaps too following with another of the same suit; but third hand could form no estimate of the quality of his partner's remaining cards. Pole talked about playing the two hands as one, and instantly made it impossible to do so by an original lead of a deuce at the foot of a suit of six. Cavendish bettered the matter by the establishment of the penultimate, but still left third hand in the dark. Drayson determined to throw a knave at the head of five not in long sequence, because "you may *possibly* bring down qu., k., and ace the first round, and will hold the best and third."

Now, it happens in a vast number of cases in whist that first hand may lead exactly as he should do, and that third hand should do very differently from the way in which the leader had planned for him to do. This circumstance vitiates not in the slightest degree the utter propriety of the original lead, nor the propriety of a continuous lead, or of a change of lead; but it establishes the statement that while partners should play for each other, and that third hand should generally assist first player in the development of his suit and of his plan, nevertheless third-hand player is an important factor in the quartette, and may at any time assume to be an independent one. Third

hand regarded as the accommodating personage who carries out the purposes of the original leader, is of great consequence when he figures as an illustrator of the efficacy of American Leads; and it is with him in this relation that we have first explicitly to deal.

The proper original leads have been given, and we are to suppose that advanced players are familiar with the system. To illustrate that system in its integrity requires that not only third-hand player must conform to its requirements, but second-hand player also; so that in despite of what might be done by a second hand like Deschapelles, who at times would not allow first hand to decipher his finesse, we are to let second hand keep as rigidly within the law as either of the other two. Fourth hand will not interfere with any of the proposed plan, because no continuous play of the hand is illustrated. It is about the original lead and what comes of it, because of what the partner of the leader is to play in the suit of that leader, that we are interested.

Having ace and four, says the new system, lead ace; then original fourth best. Third hand reads two better cards in leader's hand, knows at the outset there were five at least, and prepares to play his own four, or three, or two, that the suit

may be of service. But ace may be played from one of the established combinations that are not affected by the new play, which regulates, not what can be understood without new lights, but what was neither uniform nor direct.

Third hand, however, is informed how to read, what to play, and when to unblock in the following variety of examples, for all which we are indebted to Mr. Trist (Cavendish compiler), in "Whist Developments."

1. Third hand holds k., 6, 5. A. leads ace; C. small, B. 5, D. small. A. leads qu., C. small, B. 6, and not k. to get out of the way, although B. knows that A. has kn., for he also knows A. has but one more of the suit, and that card cannot be the 10; so that 10 being against, B. retains k.

2. Third hand holds k. and two others. A. leads ace, C. throws 6, B. low one, D. low one. A. leads kn., C. small one, B. throws k., for qu. must be in leader's hand. If, however, C. does not follow, B. should play the low card, retaining the k. in his hand.

3. Third hand holds k. and three small ones. A. leads ace, C. plays small one, B. small one, D. plays 9. A. leads kn., C. 8, B. small; D. trumps. When C. has the lead, he plays 10; B. plays k.,

although he knows it will be trumped, to get rid of the command.

If all followed suit to ace and kn., and kn. wins, it is certain that B. holds k. and a small one. A. will not continue the suit, for one adversary will trump and one throw away. B. will play k. after trumps are out, and lead the small card to partner. Should the suit not be led a third time, and B. (original third hand) be required to discard from his partner's suit, he should throw the k. and not the small one. A. must have qu. and two others, the 10 single against.

4. Third hand holds k. and two small ones. A. plays ace, then 10. B. should throw k. on second play that he may not block the suit, and A. should not conclude that he had no more of the suit although he threw the high card, for he was offered the chance to get out of the way and took it.

5. With k. and three small ones, third hand should pass the 10.

6. With k. and more than three others, third hand passes; for if the lead was from four cards, B. otherwise would block his own suit. This of course, when B. can know that his partner will play the 10 following ace, with qu., kn., 10, only.

7. Third hand holds qu., 4, 3. A. leads ace, C. plays 5, B. 3, D. 2. A. leads 9, C. plays k.; B. should throw qu., for there must be two higher cards than the 9 in A.'s hand.

8. Third hand holds qu., 10, 8. A. plays ace, C. plays 9, B. plays 8, and D. plays 2. A. plays 6, C. plays k.; B. should throw qu., for A. must have kn., 7, and a small card.

9. Third hand holds k. qu., kn., 2. A. plays ace; it must be at the head of five. B. should throw kn., then qu., then either play or lead k., for if at any time before these high cards are out of the way B. throws the 2, he has blocked his partner's suit.

With any four cards by the play of which B. may get in the way of a long suit, he should throw his second best to the original ace-lead. For example, —

10. Third hand holds 7, 6, 5, 2. A. leads ace, C. plays 8, B. plays 5, and D. 9. A. leads kn., C. plays k., B. plays 6, D. renounces. When A. has the lead again, A. plays qu., and B. 7; A.'s suit is unblocked. If B. had thrown the 2 to the ace, A.'s suit would have been blocked.

11. Third hand holds qu., 9, 8, 3. A. leads ace, C. trumps, B. plays 3. When D. has the lead he plays k.; A. plays 2, C. renounces, and B. plays 8; D. leads again the 5, and A. plays 7. Now origi-

nal third hand B. should throw qu., for A. must have kn. and 10.

Third hand may not be able to get rid of cards that may be in the way, but he can announce the reason for his play.

12. Third hand holds qu., kn., 10, 9. A. leads ace, third hand throws 10; A. leads 4, C. trumps, B. plays kn. Afterward D. leads k., and B. plays the 9. He must have the qu., since he had four of the suit. He played the 10 first, then the 9 to give the position of the qu.; he would not have done so if he had played first 9, then 10, then kn.

13. Third hand holds 6, 4, 3, 2. A. leads ace, C. plays 5, B. plays 3, D. plays 7. Second, A. leads 9, C. plays k., B. plays 4, and D. kn. If C. does not lead a trump, the probability is that the 5 is his lowest card of the suit; then B. must have the deuce and the 6. Of this A. could not have been sure if B. had first played 2, then 3.

14. Third hand holds k., qu., 8, 3. A leads ace, C. plays kn., B. plays 8, D. plays 2. A. leads 6, C. trumps, B. plays qu., and D. 4. No one having played the trey, B. has it; he must have one more card, the k., and of course D. has the 10 single.

15. Third hand holds k., kn., 5, 2. A. plays ace, C. plays 4, B. plays 5, D. trumps. D. leads a trump; if C. were not calling, B. holds the deuce

of the suit, so that A. can tell that B. has three more and C. has two more. Now if third-hand has but three cards, of which he can get rid by almost any play, A. can count the cards.

16. Third-hand holds 9, 6, 5. A. leads ace, C. plays 2, B. plays 5, D. plays 4. If A. has the 3, B. has no more, or but two more. A. leads 8, C. plays k, B. plays 6, D. plays 7. Later in the hand B. discards the 9. D. has qu.; A. can lead for B. to over-trump if he thinks proper.

17. Third hand holds qu., 9, 2. A. leads ace, C. plays 3, B. plays 2 (therefore had not four), D. plays 4. A. leads 6, C. plays kn., B. plays qu., D. plays k. B. afterward discards the 9. D. must have the 10, and A. can force B. For if B. had held four of the suit originally, he would have played the 9 to the first trick instead of the 2.

18. Third hand holds 10, 9, 8, 4. A. leads ace; C. plays 7, B. plays 8, and D. plays 2. A. leads qu.; C. plays k., B. plays 9, and D. plays 3. When A. leads kn., B. plays the 4 and holds the 10.

A. may lead from five cards, and put B. into difficulty about unblocking because of D.'s trumping on the first round. For example:—

19. Third hand holds k., 10, 5, 2. A. leads ace; C. plays 6, B. plays 5, D. trumps. Afterward A.

leads 4; C. plays kn., B. plays k., D. trumps. Third trick, C. to lead. C. plays qu.; B. cannot place the 9, and does not wish to part with his 10. There is an even chance that of the two cards that A. holds one may be the 9. Perhaps as it was his lead the risk might be run. But B. can make his 10 if he does not throw it now.

The matter of trumps and trumping, save when specified, is not supposed to interfere with the run of suits given as examples. They are played as if trumps were gone. In the matter of the return of the lead, when B. gives back his highest card owing to calculation of what is in from play, he does contrary to the accepted rule of play of returned leads. The hand properly played from the first, A. will understand what that return means, and that the small card is yet in B.'s hand.

"The return here proposed," says Cavendish, "will most likely be a bitter pill for the old school of whist-players to swallow. They may have been brought up to return the higher of two remaining cards, the lowest of three; and they will probably continue in that faith. If, however, they wish to unblock their partner's suits, and to play their cards to the best advantage, they will have to depart from the cherished whist-maxim of their

youth, where an ace is led originally. If they are content to stand still, no one can prevent them; but they may be sure that the whist-players of the future, having nothing to unlearn, will return any card which experience tells them will most probably conduce to success."

In the process of unblocking there is therefore frequent necessity for the play of a card higher than one that remains in hand. The card that is so played is not *unnecessarily* high, and so does not begin a call for trumps. And if another card of the same suit higher than that already played is afterward purposely thrown instead of the lower card, the play of the lower card at any time thereafter does not constitute a call. If the play of a card higher than one that could have been played might be construed as the beginning of a call, the fact that the call was not finished at a time when it could properly have been finished, nullifies any action of the low card in reference to a demand for trumps.

For the practical unblocking in the partner's suits, third hand had best do away with the idea of calling for trumps. While by the use of a middle card of his tierce B. can make a call, there is probable chance enough for him to obtain a lead and play trumps, if he can be of greater ben-

efit to his partner than by unblocking in his suit. Enough has been said and shown in this matter of unblocking to satisfy the players that there is a plan devised by the use of which they can play to the best advantage for the partner's long suit. Whenever A. leads an ace and follows it with a low card, B. holding four cards exactly of the suit should so manage his hand that A. will not be prevented from making his long suit. The examples that have been given only show the manner of avoidance of blocking the partner's suit. These could be multiplied indefinitely, but instead the general rule for play may here be given:—

When a king is originally led, if third hand does not attempt to take the first trick he throws *his lowest card,* unless he cares to call for trumps, no matter how many cards of the suit he holds.

When ace of any plain suit is led originally, if C. follows suit, third hand with any four cards of the suit *exactly, retains* his lowest card.

When qu., kn., or 10 is led originally, whether second hand follows suit or renounces, third hand with four small cards of the suit *exactly, retains* the lowest card.

On the second play, if third hand does not take the trick he plays his middle card. When he

afterward throws a lower one of the suit, he has *not* called for trumps.

If third hand retains his lowest card on the play of the first trick, and is to return the suit, he is to play his *highest* card in that suit, although he holds three at the time.

It follows then that third hand should pay special attention to assisting in the establishment of the original lead, supposing that it may be from a strong continuous suit; but that suit may be stronger or longer in third hand than in first. A. holds — as in our first example (p. 67), wherein all was easy sailing — ace, qu., kn., 2. Suppose A. leads the ace and B. holds k., 10, 9, 8, 6, 5, three small trumps (clubs), two small diamonds, and two small spades. B. can neither help nor hinder; he can but inform. He knows the suit can run but once. It is useless for him to play one of his best cards, for the suit will come out and presently develop.

Again, A. leads k. of clubs plain suit; C. throws the 5. B. has ace, kn., and five more clubs. This suit is to be trumped second round if not upon the first, and encouragement must not be given to play it again. B. should attempt to take with the ace, and lead a trump though he has not more than three; especially if he holds a card of re-entry.

The leads that can be readily traced as the heralds of certain combinations that third hand is to assist in making available, have been explained. When third hand must play his own cards for the most that he can make from them, perhaps requiring instead of affording assistance, he is liable to finesse, retaining control of the suit led. A. leads the 9 of clubs, B. holds the major tenace and a small card. The value of the card led is evident, the finesse is in passing it; but if he does so he must take control next play. He can take with qu., open his own suit, and when not afterward returning the club-suit nor leading a trump, the partner can understand that he had best play B.'s hand if possible.

Finessing on your partner's play is a very different matter from finessing against the partner. The qu. or kn. and ace and others are proper finesse cards. The 10, holding the k. and others, or the 10, holding qu. and others, may as well be played upon a small card led as the best card that you hold; for it may be, first, that your 10 may draw the ace, and then your high card may be of much use to your partner; and, second, if the other cards are with your partner and on your right, you will know what is best to be done to make those in your partner's hand. In order to figure

finesse proper, the simplest form, it is usually necessary to consider two or three hands. For instance, leader throws a low card, second hand throws one lower, third hand holds k. and 10 and two low ones. Now, the position of any one high card besides the k. is unknown to third-hand player; but if his partner has led from ace-qu., the kn. is as likely to be on the right as with the last player, and if A. led from ace-kn., the qu. may be with second hand. It is easy to see that the 10 is a correct play.

On the kn. led, third hand holding ace and one only should play ace and return the small one; holding more than one small card of the suit, pass the kn. The lead may be from k., qu., kn., and others, or from kn. at head of sequence, or with a hand of short tenaces or weaknesses it may be the best of three. In any case you do no harm in passing once; if the card takes, you have given information to your partner that you have more than ace and another. Moderate players who have seen that the capture of the knave with the ace by second hand was good play, do not draw the distinction between the play made by adversary and partner; and holding two or more small cards throw the ace to clear the suit for first player before they ascertain that

the suit is there. If it is not there, B. loses a trick.

Do not play k. on kn. led; the ace is not in first or second hand.

There are two recognized leads from quart sequences to k. (p. 30); so that when the 10 is led, the reasons for taking with ace must exist in your own hand and mode.

The force of original leads is soon spent. All the parties have but four, and every one of the four has one long suit of more or less pretensions. The player who is successful with his suit is generally indebted to his partner for assistance with trumps, or holds well in the two suits. Third hand learning what suit the partner cares to play, if strong in trumps will make his hand of service. The play changes because forced to change. The hands are different in every round, and the wit of skilful players opposed to each other make the game of interest, not only by antagonizing the suits, but by overturning the plans of the holders. Third hand finesse, therefore, is usually a conspicuous feature in a brilliant game.

Third hand after trumps are out, holding the same suit, to make which they drew trumps, sometimes has opportunity for announcement of his strength. A. knows that B. has clubs in his own

best suit as first led, but he does not know of their quality. Trumps gone, he does not dare play a small club that D. may take, for then he will bring in the diamonds. A. therefore plays his k. of clubs, B. throws the 4; A follows with ace, B. throws the 3; A. may go on with the lead, B. has the queen.

The conditions that attach to size of card that second hand shall throw, may seem of little consequence near the close of the play; but third hand may save a trick. A. leads a small spade from kn., 9, and two small. Second hand, to take the trick with two only, throws qu., not 7; third hand k., to draw two honours for one; D. ace. D. holding up the 10 continues the suit; A. having last trump passes for B.'s best card, and B. makes the 8. B. returns the 3, and A. holds the tenace.

Third hand holding last trump is most favorably situated for finesse. A. knowing that B. has last trump should throw his highest cards, and B. may pass any of them in finesse even against his right. He has all advantage; for if fourth hand takes, he must lead up to B., then last player.

Third hand finesse at times from an original lead, and frequently upon the after leads, will win trick or throw the lead to advantage. When the trumps are declared strong against, deep finesse

by third hand may be the only plan that can save a game. Whenever it happens that third-hand player is very weak in all suits, his proper play may nevertheless be of service. It simply remains for him to do the best that he can. He cannot play what he does not hold, but he should play correctly what he does hold, no matter of what quality. A. led the qu. of hearts, trump; B. threw the 3. A. led the k.; B. threw the 2. A. read the two more trumps in B.'s hand. A. led k. of diamonds, taken by the ace of right-hand adversary; who led a club, taken by the other adversary; who led a spade up to A.'s tenace. A. threw qu. of diamonds, then a small one that B. trumped, who led another spade; A. took and led another diamond, drawing B.'s last trump. A. made the rest of his trumps and game. B. had announced his holding of four trumps, and he took two tricks; but he held a "Yarborough,"—that is, not a card of any suit above an 8.

A. led the 8 of clubs, plain suit; B. held qu., 9, 3. C. threw the 7; B. the 3, for the qu. was useless and B. was weak in trumps. D., who had only low clubs, could not take the trick. Of course there was but one card that could take it,—the k.; and that was in C.'s hand, and would

have been his best play on 8 led second hand. But the correct third-hand play informed A. what next to do. He threw the ace, on which, if C. was not calling, the k. must fall; drew the trumps, and made his suit.

FOURTH HAND.

FOURTH-HAND player is not merely a dummy, having but to trump a trick or win it, if he can do so by overplay. He must know when to take a trick and when not to do so, though in his power. He is no more to catch each trick that offers, than he is to omit to capture what is proper for him to make. For instance, A.B. and C.D. were each 26 points; the rubbers were even, the games were even, and when C. turned a small diamond on the last deal, the score stood 6 to 6. B. led the ace of spades at the head of six; qu. falling third hand, he did not continue the suit, but threw the kn. of hearts. This was taken by C. with ace, who, strong in spades but having not a trick beside, and hearts not being the original lead, returned the lead. B. threw the 10, and A. took with qu.; knowing B. had no more, A. followed with king, B. renouncing. A. now — with three tricks in, no call made, the major tenace and three of suit in clubs, and k., qu., 10, and 6 of diamonds — threw k. of diamonds. C., B., and D. threw small diamonds; A. followed with the 6 of diamonds, B.

played kn., C. and D. small. B. having no more trumps, and satisfied that A. held the trumps, to make the game threw a spade, of which A. might have the k.; if not, he could take the trick with a small trump, then play the ace of diamonds that he must hold, and the game would be won. A. trumped the spade, and then, with six tricks in, exultingly threw his ace of clubs for the odd card and game. D., fourth hand, trumped; led ace of diamonds and drew the qu.; led a small spade to his partner who must hold king; made his last trump upon the return play; made the 5 and 4 of hearts, the odd trick, the game, the rubber, and the odd point upon the long play.

C.'s hand by a Short-Whist or a Five-Point player would probably have been thrown down, or at least the announcement made that the game was past all hope; but Long Whist does not tolerate such exhibition. The hands must be played out; and this was done in this case, to the manifest astonishment of three players.

A. leads k. from k., qu., kn., and a small card; D. holding ace, 10, and others, passes. If A. makes the common error of continuing with the small card, D. makes two tricks.

A. leads the k. of trumps at the close of a hand, from k., qu., and 10. D. holds ace, knave, and an-

other. If D. takes the first trick, he loses both the others; if he declines to take it, he makes both the others.

One more example "from actual play," as Cavendish says, wherein D. had the best of chances to trump and ruin a game: —

Score 6 to 6; 5 of hearts turned by C. B. led small spade from four, 9 high; A. played qu., and C. took with king. C. led 7 of diamonds, B. small one, D. the 10, A. the qu. A. holding the diamond and high tierce-trump sequence, was sure of the game, and although he had played qu. on his partner's lead, thought best to risk the return to find him either with ace or kn. C. played ace, and led the kn. of diamonds; D. played a low diamond, and A. took with k. A. now satisfied that his partner could take a trick in spades, first drew three rounds of trumps, leaving the thirteenth with D. He then threw the best diamond which D., *although a sure trick, did not trump,* for he saw the policy, as he had not a sure trick in clubs or spades, of leaving the matter in his partner's hands; had he trumped this best card, he must have led a club up to certain destruction. D. believed of course as A. did, and as they both had reason to do from C.'s play, that B. must hold the kn. of spades. A. next led the small spade

that his partner might make the one trick needed; but C. took it with the 10, followed with the kn., then with the diamonds, and lastly with a low club, a singleton, on which D. must play his thirteenth trump.

The ace, qu., and two small clubs were with B., but he would not lead from them at first, prefering to be led up to; after his first lead he had no other chance. C.'s play was very fine in this example. Cheap players would have endeavored to utilize the singleton, or at least would not have practised his covering of the spade led. But the play is especially noticeable, because of D.'s understanding what must be done. Probably four fifths of the players would have taken that sure trick in diamonds; while D. by not doing so, offered one of the recorded demonstrations that fourth-hand play is no sinecure.

SPECIAL TOPICS.

FOLKESTONE spoke wisely when he said, "Study your partner's hand." The routine player seldom takes this advice into account. B. opens the play with the 8 of hearts. D. plays the 7. A. holds the ace, qu., kn., and two small hearts and five trumps, with major tenace. He should instantly see that the 8 will take the trick, that D. has no more hearts, and that if he passes it his partner will at once give him a trump. But he sees nothing of the kind. He flings the kn. upon the 8, thinks he has made a successful finesse because C. did not play king, and leads a trump because of his and his partner's hearts; B. plays the kn. of trumps and D. captures it with king. A. has lost a trick, — perhaps more than one, for he may be forced, — but all the time he firmly believes that he is playing whist correctly.

Perhaps good advice about general play is to the effect that if you are strong in trumps you are to play your own game, and while of course consulting what may be done by partner, induce him, by evidence that you are able to carry more than he

can, to play for you; *vice versa*, if you are weak in trumps, play your partner's game.

Having sequence of qu., kn., 10, from which you lead qu. and it takes, follow with kn., and if it takes, with 10; the k. may be on your left. This especially if you care to force right-hand adversary, for if ace and k. are both in partner's hand and C. can follow, it may be D. must trump; at any rate you leave B. with best card perhaps as a thirteener.

After one round holding three cards of different grade and no winner, if you return your partner's suit, play the low card; having two play highest; but if you hold the winner, play it without regard to number.

When you return opponent's play, lead through the strong suit up to the weak. If C. has led from any suit of which D. has not a high card, you can judge if underplay had best be tried.

When you can keep the best card of the opponent's suit, knowing that your partner has cards of that suit, or not wanting to have him afterward forced by their play, retain the command.

Players affected with the trumping mania sometimes willingly give up their advantage in order that the suit may be led up to be trumped. To have the highest card out of the way was what

the adversary wanted, and he will at once draw the trumps, or play the force if more to his benefit, and afterward make his suit.

Unless purposely finessing upon partner's lead, holding the strength, get rid of the command, that he may make his high cards. When partner leads an ace, and of the suit you have four small cards, or three in sequence and one small one, play the third best card; when he leads again, the second best. If the suit is again led, or after trumps are out, when it is led play your highest card; for your partner holding two more, one of which is larger than your small card, makes both of his, whether you lead to him or he has the play.

If partner leads a knave and you hold ace and more than one small one, do not play ace unless to cover second-hand higher play than kn., for he may not have led from k., qu., kn., and two. If however kn. takes and he continues with qu., take with ace that you may give back the small one; if you have but ace and one small one take kn. with ace, and at the proper time return the small one.

If you know by the lead and fall of the cards that partner leads from five of a suit of which you have but three or four, be sure to get out of his way, so that your last card will not interfere with either that he holds.

You can get out of partner's way in the trump suit as well as in a plain suit. If you know that he is desirous of getting them out, take what he leads with ace, having but one more, playing back the smaller card at once.

The system of American Leads allows partners to give constant information to each other in course of play. The leader throws an ace and follows with small card; whatever that card may be, the leader holds two in the suit that are higher, so that by what the partner holds and what falls upon the second play, third hand may often read the two or even the three cards that remain. Again, the leader throws a small card, — he has three higher; third hand should carefully study to learn what they are. Again, leader throws a 9; he has k. and kn., and if when again he leads he plays the 10, he holds two or three more of the suit and the higher cards.

In the matter of reply the partner may inform of his own holding. If he has four cards of the suit, he throws the third best; and then in accordance with the fact of whether his partner or himself should keep control so that all the tricks possible be made in that suit, he plays best card in the third lead or follow, or retains it, playing the small one, — the play so made after

the chance to call in the first place not taken, not being interpreted as a call for trumps.

If during the play you throw away the highest card of a suit, it follows that you hold command of that suit (or have no other cards than trumps in hand); that is, you hold the next cards in sequence. If you throw a second-best card, you should have no more.

As in playing the only two cards of the suit, ace, k., you lead the ace, then k., showing no more, so with other cards in simply double sequence. For example: you play k. from k. qu., qu. from qu. kn., etc., whether you lead or play to partner's lead, unless he leads a higher card. If he plays 5 of spades and you play qu. and take the trick, returning kn., you have no more, but do not call for trumps by the play. Of course if you take with kn., then play a small one, then play qu., you have yet another; if you take with kn., then play qu., then play a small one, you can have no more.

Cavendish was a long time deciding about that play of ace, then k., and also about the lead of k., then kn., from the four highest cards; but he has now accepted both. They were printed in "American Whist" six years ago. He is giving the best possible attention to the system of American Leads, the letter-press of his new edition being changed

from all the former ones to conform to the new order of things; and his "Whist Developments" presents the plans of the American inventor with regard to lead and unblocking in the precise spirit, if not in the very words, of the original contributions to "The Field."

The difference that exists in the manner of play by the different methods is more apparent in the management of trumps than from any other agency. Short-Whist play insists that the "primary use of strength in trumps is to draw the adversary's trumps for the bringing in of your own or your partner's long suit," and advocates their play at once if many are held. But to play to the score that the Short-Whist players keep, equally dependent upon the holding of honours with the taking of tricks, requires a very different usage of trumps from what is demanded of the player who strives for points made by the tricks alone. For example, Cavendish says: "If you are at the score of three, the adversaries being love, one or two, you should not lead a trump merely because you have five trumps with two honours, if they are unaccompanied by a very strong suit or by good cards in each suit for here if your partner has an honour you probably win the game in any case, and if he has no honour you open the trump suit to a disadvan-

tage." Now, neither in Long nor Mongrel Whist could the matter of honour-count be taken into consideration. Of course with the cards just specified the holder would or would not lead the trump, according to his decision as to the best way to make his tricks in all his suits.

Short Whist says, "With great strength in trumps you may proceed at once to disarm the opponents." But Long Whist says, "The first use of trumps is their employ to make our tricks. If we can make them serviceable to that end, although we lose a trick or more to our opponents' trumps, and we by skilful play make more than we can lose, and it may be more than in a defiant game we should have made, we have used our trumps to the best advantage." For example: In Short Whist A.B. are 3; C.D., 0. A has ace, kn., and three small trumps, and leads a small one to see if partner has an honour. B. throws the qu., taken by the k. But A. and B. are two by honours, and have to make but a single trick in suit or with a trump besides the ace and kn. A's lead was justifiable, for it determined at once his game; he can draw other trumps with his ace and kn. at his earliest opportunity. But in Long Whist A. holding the same hand is to make as many tricks with it as he can. He thinks it prudent at first to lead a kn. at the head

of a long sequence; B. takes with ace, and returns k., showing no more; qu., falls on the left. B. then leads his own suit, and A. calls. B. holding qu. and one other throws qu., which A. passes. B. plays a small one; A. takes with kn., leads ace, k. falls, and A. makes all his suit. The same hand wins by leading it for honour-count that wins by playing it for tricks; but seven by cards is a far more notable achievement than two by honours.

The partner's lead of trumps should be at once returned. His call for trumps should be answered in preference to every other play. Good players, however, do not use the call unless for excellent reason. Merely holding five trumps is not a reason for calling unless there is a gain to be made in suit. A good player, if he wishes trumps led, can generally manage to get in and lead them. The accidental introduction of this now generally understood call for trumps dates from the practice of throwing a high card upon the opponent's lead to stop him from leading the suit again for fear it would be trumped. If then he had a good suit and a long one he might lead a trump of his own accord; but if he played another card of his suit, and you then threw a smaller card than before, the fact was patent that the play of your first uselessly high card was to induce him to lead a

trump. If he did not lead one, your partner would at the first opportunity. This manner of giving information is now being utilized upon occasion to the fullest extent. A 3 and then a 2 is as much a demand for trumps as a queen and a 5. It does but need a spot in excess to serve the signal purpose; and the player who trusts his partner's good sense and quick perception is careful not to offend either, for if he must make the call he does so with his lowest cards.

The caller for trumps takes upon himself the entire responsibility of the game; he demands that his partner leave his own play and play for him. In response to the call the partner leads the highest of three trumps, whatever they are, following with the next highest. If he has four he leads the lowest, unless one is the ace; if the ace, then that first, then lowest. If he has five and is aware that his partner has five, the united hands will lose no trick that can be made. With this number of trumps and in reply to a call he cannot consider the policy of showing his partner how many he holds, so much as the manner in which he is at once to make for his partner's sake his own trumps effectual. For example: D. led k. and ace of clubs (trey of diamonds turned by B.); A. called. D. persisted in his suit, and B.

trumped with the 6; he then led the 4 to show A. his own great strength in trumps. D. played the 7. A. the 10, and C. took with the qu., his only trump. D. held the ace, which gave him four tricks in. A. and B. wanted four points to win a rubber of eight (Five-Point Whist). They made but three; and in the next three hands C.D. won the rubber of four, — a difference and a loss to A.B. of twelve points by rubber count, because of one absolutely wrong play. For B. when his partner called should have led k. at head of five; D. must then play ace or lose the trick. C. had but qu., which must have fallen; A. held kn., 10, and three others.

The management of trumps is at times by far the most sterling part of the game. The difference in quality of players may easily be known by watching the exercise of care exhibited by the good ones in the proper development of the trump suit, in contrast with the laxity of attention given by poor ones to the detail, which in order to insure success must be understood and closely observed. One false lead in trumps may ruin a hand and lose a game. A single spot in follow, two in finesse, may change an anticipated gain to a loss of many tricks.

With a reasonably strong trump-hand and a

good suit, it is dangerous to over-trump the right hand adversary. He has parted with a trump, and is weaker for that. The trump that may be expended in over-trumping to take a trick might, if at that time retained, be the means of commanding the hand.

It not infrequently happens that A. having a good suit and four trumps tries the experiment, usually hazardous, of getting out the trumps. On the third round his partner renounces, and the best of the last two trumps is left in C.'s hand. Now, if C. draws that last trump, and A. has a card of re-entry, he will make his suit; also, if B. has a card of re-entry and one of A.'s suit to lead. Unless C. or D. has a suit established, to draw the trump is not good play; and if the established card is in D.'s hand, and A. has not a card of that suit to lead him, C. should not draw the trump, unless confident that he can lead to D. a card of which D. holds one of re-entry.

The disposition to over-trump is very natural; but there are cases in which the "moderate player," as Cavendish styles one of a class, incurs constant loss by the practice. The most frequent examples are when third hand trumps a plain suit led by his partner; and fourth hand, holding the best trump and another, over-trumps.

He takes that trick; but if he leads his remaining trump it falls to one higher, and if he leads the card which he should in the first place have thrown away, it is taken by one higher, or trumped. In any event he loses a trick. It is not easy to tell when third hand in such a case holds the second and third best trumps. Of course if he does, over-trumping surely loses, when he also holds the winner of a suit or the last card of one.

There is nothing more ingenious in whist than the act of properly throwing the lead. It is in this respect that the player of finesse makes his especial gain. The "moderate player" only sees the trick that could have been surely won, but he does *not* see the two tricks afterward made, one of which could not have been obtained if the lead had not been thrown. If A. holds best and third best trump, and D. the second and fourth best, A. throws upon D.'s best plain-suit card his own best card, so that when led again he cannot take the trick, and is not obliged to lead up to D. and surely lose. If A. so throws away the chance of being the winner of the next trick played, his partner may be able to take that; and then playing through D., the last three tricks are won. This is when there are four cards, — a situation that happens at the close of many a hand.

It is often very much better to lead a card of the opponent's suit if you have no winning cards and cannot give your partner one of his suit, in order that when obliged to do so he may lead up to your partner, than to play a card of a suit on which one adversary will discard and the other play a trump.

One of those terrible persons who is always getting in a trump, when the second play of a suit is made, holding the last trump, takes the trick, thereby making all the rest of that suit good in the adversary's hands. If he had passed that card and let the suit be played again, it is not unlikely that he might have exhausted one of the opponents, perhaps left the best remaining card of it in his partner's hand. It is not always well to trump the second-best card of a suit, especially with the last trump. Judgment must teach the holder of the trump when to refrain from its use.

The player who has command of a suit sometimes forces his adversary to their mutual advantage where the force is taken; for it is best to use the trump upon a card that is not only sure to take, but sure to be followed by others equally effective.

If it is the leader's determination to force the partner the force had best be taken, although it

breaks the power of his trumps; for the responsibility rests with first player to prove that he was correct.

Over-trumping is usually safe if the left-hand adversary is strong in trumps, and is always best if the partner wishes that trumps should be played. If after the successful over-trump a trump can be led, the result is usually advantageous.

If a strong hand of trumps has been developed by the adversary, the leader and his partner should force that hand if possible. The cards that must be played to force him may be winners, but he would trump them by and by, or they must fall on taking cards of his. They had best be used at once, to the detriment of a battery of trumps. The card that he may be obliged to lead may be taken; if so, another force had best be made. If the play has been so traced that his hand can be read, the leader may know that if his force is kept up a tenace may be broken by a future lead, and so a trick gained per consequence of the continuous force. For example, — fourth hand with the last two trumps and holding ace, qu., of a plain suit, and small cards of another plain suit of which leader has command. Now, if leader plays k. of the fourth plain suit of which fourth hand has none, he must trump it and play

one of the small cards. First player takes, and leads ace of the fourth suit; this takes the last trump, and the ace of the tenace must next be led, then the qu., to be taken by the k. of right-hand adversary. If first leader had not forced, but played instead up to the tenace, the trump-holder must have made all the tricks.

When the play is Short Whist it follows that constant regard be had to the score which can so easily be affected for the benefit of the party who is at 1 or 3. While therefore the same cards held by a Short-Whist player if held by a Long-Whist player would be very differently played, yet the principle of the law of lead is not in any wise changed. It is simply the fact that the hand of the Short-Whist player becomes an exceptional one, and he uses it to the best advantage for a different purpose than that desired by the player of the other game. For example, A.B. 3; C.D. 2. A. holds two honours and two small trumps, and a good long suit; he leads a trump, for if his partner has an honour, his play thereafter is not to make tricks but to hinder the opponents from making them. The Long-Whist player would lead the fourth-best card of the long suit.

Again, the Short-Whist player may hold two honours, two small trumps, no long suit, no strong

cards, and with no score. In such a case he leads to ascertain about the honours. An illustration is offered by J. C. "I hold qu., kn., and two small trumps, tierce to a knave and a small card in the second suit, qu., kn., and a small card in the third, and a guarded king in the fourth. With this, which is not great strength, or with any hand of a similar character, I believe it so important to find out whether my partner has a third honour, and whether consequently I may play to win the game, that I unhesitatingly lead a small trump. If my partner has an honour and a trump to return to me, etc., we shall probably win the game, or at least be very close to it." That is, if his partner had a high trump they counted two; there was not then much chance for the adversaries making five, and J. C. and partner might get three by card. Of course the Long-Whist player would have led the knave at the head of the sequence.

It is a common practice with "moderate players" to yield a game or a hand when the main cards are with the opponents; or it may be suddenly to play out their best in every suit, with the idea that they must get in what they may be sure of making at the earliest opportunity. This course is generally pursued when the adversaries are very strong in trumps. But it is worth something to

save the game against fearful odds, and sometimes there is a chance for doing so. When it is clear that in the leader's weak suit his partner must be strong in order to gain something toward the number of tricks that must be taken, he should not throw his best cards, but lead from his weakest suit. This advice we fear will be followed but very seldom, for the general impulse is to make what can be made, in other words to "get in what can be got in" of the high cards; but it is sound nevertheless. The leader's partner should finesse deeply, and in turn lead back his weakest suit, and deep finesse should be made in that. The object is to make one or two tricks more, if so many save the game, than would probably be made if the high cards were led at once. For example: if C.D. have three trumps, all the rest played, and want four or five tricks, A.B. desire to hinder them from making more tricks than their trumps must take. If in such a case A. says, "Partner, it is of no use, I have only one or two tricks;" and B. says, "Nor I, and they have three trumps," and they then throw up the hand, they do but exemplify an action of frequent occurrence. Now, if B. holds ace, qu., and 10 of a suit and two small cards of another suit, and leads the ace, he will let C. make his k., perhaps his kn. of that suit; but if he

were to lead from his weakest suit, and A. could take the trick by deep finesse, and not returning that suit, but instead lead to B. one of his own low cards to find it of B.'s strong suit, C. would not risk his k. or kn. second, and it would be no matter if he did; but if he did not, B. should finesse the 10 and lead again the weak suit. A. taking this, pursues the former lead; C. either loses k. or kn., and A.B. have saved the game. Of course this is desperate play, but it is good play, far better than the play of cards sure to take. It is the only play at such a time that can succeed. Of course a trump must come in by and by, but the risk must be run; for if either of the suits are to be trumped, the high cards will certainly be trumped as readily as the lower ones, while it is demonstrable at the outset that if the high cards alone are led, even if they make, they will not save the game.

Of course in the oft-repeated phrase "save the game," either Short Whist or Five-Point Whist must be the method of play under comment, for Long Whist has no game to save. It plays all *for* all, and games count only as incidental parts or portions that are classified. An illustration of the three games under exactly the same circumstances and with the same cards would show very different results. The Short-Whist rubber could

be quickly played; the Five-Point Whist rubber would be longer, as the honours are not counted; while the Long Whist games that count all their points toward their rubber would require as much time, it may be, as the other two. Now, the Short-Whist rubber could be one of eight points, the Five Point of eight points; while the Long Whist count is as yet but for two games of, it may be, seven points each. This statement is *in extenso* so far as the hands held are concerned. It only shows that players holding the best cards play them differently in the different games. In one game not half of those held need be played; in another not nearly all; but in the third *every* card is requisite for point-making.

The laws and etiquette of Short Whist are (with exceptions) considered satisfactory to many of the players; Five Point Whist has no code, but follows as well as it may the Cavendish orders that can be made to answer its purpose; while Long Whist is peremptory in its requirements, which are intended to govern the action of the players of the best of games in its highest estate. Thus in Short and in Five-Point Whist there is much liberty of speech, and in actual play no small license of act; while in Long Whist the breaking of silence after the first card is thrown is a misdemeanor.

FORCING THE PARTNER.

THE opinions of practical players as to the propriety of leading a card for the partner to trump when the leader is weak in trumps, are in decided opposition to one another. Despite all that has been written in the English papers and said by Drayson and urged by players in America, Cavendish persists in printing without change his stereotyped law. It would seem as if he must have good reason for playing out the hand for all that can be made, regardless of the probable act of the adversaries in drawing trumps. He probably thinks that in the working of the hand the trumps of the opponents may be better employed in ruffing another suit, and that they will not draw the trumps unless provoked to do so; or it may be that he deems the loophole of privilege that he gives is large enough for the player, who cares to make the trial, to crawl through. For a player, himself weak in trumps, who wanted to lead from a poor suit that his partner might trump, could easily find refuge

under the Cavendish large, sheltering, provisionary clause, "when he has already shown a desire to be forced, *or weakness in trumps.*" Be that as it may, there are many players who absolutely decline to force their partners, when themselves weak; and we present both arguments for their consideration. But more particularly we claim, and shall show good reason for our position, that it is *not* always well to force the partner when the leader is *strong* in trumps (p. 113).

We take first the 16th order of Cavendish. He says, "*Do not force your partner if you are weak in trumps,* for you thus weaken him and leave it in the power of the antagonists to draw all the trumps and bring in their suit. If then a good partner refrains from forcing you, you may be sure he is weak; on the other hand, if he evidently intends to force you (as by leading a losing card of a suit he knows you must trump) you may assume that he is strong in trumps; and you should take the force willingly, even though you do not want to be forced, depending on his strength to exhaust the adversaries' trumps.

"You may, however, though weak, force your partner under these circumstances: (1) When he has already shown a desire to be forced, or weakness in trumps, — as by trumping a doubtful card,

or by refraining from forcing you; (2) When you have a cross ruff which secures several tricks at once, and is therefore often more advantageous than trying to establish a suit; (3) Sometimes when you are playing a close game, — as for the odd trick, — and often when one trick saves or wins a game or a point; (4) Sometimes when great strength in trumps has been declared against you."

Replying to this, Drayson says: "Following this direction, many players will never force their partners if they are weak in trumps, and thus many a trick and many a rubber is lost. If I were to enumerate the number of rubbers I have seen lost by one player weak in trumps refusing to force his partner, I should count them by thousands. I have therefore often remarked to such partners when they have urged that they could not force me as they were weak in trumps, 'Say, you would not allow me to make a trick in trumps because you were weak in them.' Under the heading quoted above ('Do not force your partner,' etc.), former writers have carefully pointed out when you may force your partner although you are yourself weak; namely, 'when he has shown a desire to be forced or weakness in trumps; when you have a cross ruff; when strength in trumps has been

declared against you; and when one trick will win or save the game.' To refuse to force your partner *merely* because you are yourself weak, I consider a most dangerous game. You in the first place refuse to allow your partner to win a trick by trumping; that is, you throw away a trick for some object, and what is this object? If it be merely to inform your partner and adversaries that you are weak, the information is dearly purchased. If it be because you fear to reduce your partner's strength in trumps, you must have assumed that he is very strong in trumps, strong enough if not forced to extract the adversaries' trumps and establish a long suit. Then comes the inquiry, What right have you to assume such strength in your partner's hand? If he has neither asked for trumps nor has discarded a card which may be the commencement of an ask for trumps, you by refusing to give him the option of a ruff practically say, 'I will not give you the chance of making a small trump because I am weak in them.' Immediately the adversaries gain the lead, they extract all your and your partner's trumps, and make the card or cards which your partner might otherwise have ruffed. Do not run away with the idea that to refuse to force your partner because you are weak in trumps is a safe

game. It is a dangerous game, because you are refusing to make a certain trick on the speculation that you may probably win more by so doing. If your speculation is incorrect, you lose by your reticence."

It may be proper to say that of the thousands or hundreds of thousands of rubbers that Colonel Drayson has watched, some of them at least may not have been managed properly by the player, who, while he knew enough whist not to force his partner, might not have known enough to play the beautiful game of finesse that is far better than the game of force.

After reciting an instance in which gain would be made by his order of play, he concludes: "I would therefore, after carefully weighing all the arguments that have been urged by former writers and comparing these with the results of my own experience in whist, be disposed to reverse the directions connected with forcing, and say: 'Unless your partner has shown great strength in trumps, a wish to get them drawn, or has refused to ruff a doubtful card, give him the option of making a small trump, unless you have some good reason for not doing so other than a weak suit of trumps in your own hand."

J. C.'s argument is as follows: "Do not force

your partner unless you hold four trumps, one of them being an honour; unless to secure a double ruff which you have the means of making as obvious to him as it is to yourself;

"Or, to make sure of the tricks required to save or win the game;

"Or, unless he has already been forced and has not led a trump;

"Or, unless he has asked to be forced by leading from a single card or two weak cards;

"Or, unless the adversary has led or asked for trumps.

"This last exception is the slightest of the justifications for forcing your partner when you are weak in trumps, but it is in most cases a sufficient apology."

Now, Long Whist has a definite reason for offering the partner a chance to trump, although the leader may not be strong. It is, that as all the cards in hand must be played, and as the partner knows what he must or what he need not protect, he will exercise his judgment as to trumping or discarding when the chance is given him. It may be of advantage to him that the lead be thrown to his left, and if so he will know it. The order is therefore in this wise: "Force your partner, if the situation warrants your doing so;" and

if he does not see fit to accept the force, he will be able to give a good reason for his discard.

It would seem as if one way to establish the propriety of either mode of play is to note the effect of each upon the same hands in actual practice. What we desire to see is an illustrated game wherein both partners being weak in trumps, there is a loss *proved* to be made by one forcing the other, one or more tricks being taken because of the force made.

One of England's fine players, Mr. F. H. Lewis, writes as follows: "When may I force my partner is a question frequently put. There are undoubtedly many positions in practice where the thoughtful but inexperienced player finds himself in difficulty. It is easy enough to understand the reasonableness of forcing an adversary who has shown great strength in trumps, or a partner who has shown great weakness. But suppose, for example, as an original lead, a player were to lead from manifest weakness, an honor having been turned to his right; that which in ordinary cases appears to be an invitation for a force would in fact amount almost to a direction to lead through the honor. But I will endeavor to lay down the cases when a player not having trump strength may nevertheless force his partner:—

"(*a*) When with no indication of strength he asks for a force.

"(*b*) When the position shows a cross ruff.

"(*c*) When the adversaries have signalled.

"(*d*) To make the fifth or odd trick, or to save the game when the hand of the forcing player or the development of the game does not raise a high degree of probability that the necessary trick may otherwise be made."

These are about identical with the Cavendish and J. C. ideas. At any rate, there lurks a strong objection in the minds of all these three players as to the practicability of demanding a trump from the partner on the part of a leader who is not strong in trumps.

That it may not be well to force the partner when the leader *is* strong in trumps, is another phase of the subject. The common practice is to do this, and not any of the English writers object to it. So far from doing so, they show it to be a way of making tricks. But Mr. Lewis, in well-played games, proves conclusively that the best whist consists in the *best manner* of making the tricks. He says: "An interesting point relating to the force is where the player, in a position to force, has trump strength amply justifying it. It often happens that a player renounces to the lead of his

partner, who, with ample trump-strength, has no strength in the then declared suit. If he forces, and the declared suit be not headed by ace, k., or k., qu., the result is, after a force, a lead up to ruinous weakness. No trick is gained by the force, for another trick is lost in the suit. If, however, the player gives the partner his declared suit, the adversaries may infer that he has no strength in trumps, and lead trumps to their disadvantage."

An excellent game in proof of this point is forwarded by Mr. Lewis to Mr. Proctor, who prints it as one of his "Forty Illustrated." The leader who by the fall of the cards finds his partner without spades, weak in trumps and poor in diamonds, while *himself strong* in trumps, does *not* force the partner by playing a small spade for him to trump, but instead, to gain a trick, leads him the suit in which he must have strength.

The hands are as follows, — the score standing A.B. 1, C.D. 4, king of clubs turned: —

SPADES.	HEARTS.	CLUBS.	DIAMONDS.
A., ace, k., 8, 7	6, 3	ace, qu., 9, 4	qu., 5, 4
C., qu., 10, 5, 3	ace, 10, 9	kn., 3, 2	ace, k., 3
B., 4	k., kn., 7, 5, 4	10, 7, 6	kn., 10, 6, 2
D., kn., 9, 6, 2	qu., 8, 2	k., 8, 5	9, 8, 7

THE PLAY.

(The *italicised* card wins trick.)

	A.	C.	B.	D.
1.	*S. k.*	S. 3	S. 4	S. 2
2.	*S. ace*	S. 5	D. 2	S. 6
3.	H. 6	H. 9	*H. k.*	H. 2

Here is the first proof of the quality of the leader. His partner has no more spades, has shown his poor suit to be diamonds, and has played the diamond to invite the lead of a spade that he may trump. But he has also shown his best suit to be hearts; and A., with spades that will not take, strong in trumps and trumps not called, resists the temptation into which all poor players gladly fall, playing the game for its future good.

	A.	C.	B.	D.
4.	H. 3	*H.* 10	H. 5	H. 8

B. of course does right in returning the hearts. He must not play his poor suit of diamonds; he certainly must not lead trumps. If his partner has not forced him because himself weak, the game is probably lost. But perhaps a cross-ruff may be secured.

	A.	C.	B.	D.
5.	*C. qu.*	C. kn.	C. 6	C. 5

C. sees that a cross-ruff must be secured. He has the tenace in spades, the best heart, an honour was turned, he has the command in diamonds, and A. has not forced B. All this is too much for human nature, and he leads the best of his three trumps. A. takes the trump when played to him, and *now* is the time for a force.

	A.	C.	B.	D.
6.	S. 7	S. 10	*C.* 7	S. 9
7.	*C.* 4	H. ace	H. 5	H. qu.
8.	S. 8	S. qu.	*C.* 10	S. kn.
9.	D. 4	*D. k.*	D. kn.	D. 7

B. cannot lead another heart, upon which one opponent will throw away and the other play a trump.

	A.	C.	B.	D.
10.	D. qu.	*D. ace*	D. 6	D. 8

There is another good play of the fine player. He holds the tenace in trumps; he needs three tricks. If he keeps queen of diamonds he cannot make them; if his partner has the 10, he can.

	A.	C.	B.	D.
11.	D. 5	D. 3	*D.* 10	D. 9
12.	*C.* 9	C. 2	H. kn.	C. 8
13.	*C. ace*	C. 3	H. 7	C. k.

A.B. win four by cards, and game.

This is one of the instances in which better than ordinary whist is played. The moderate player would have forced his partner, and given as his reason, "I was strong enough, and so I forced you." It is the ever pestering idea that haunts the mind of that "moderate player" about "getting in a little trump." The beauty of play is sacrificed to the definite manner of getting a trick at sight. If the player could but see through the hand in which he gives so much to gain the instant little, he would ascertain, as in the present case a genuine player did, that if he had forced his partner he might have lost two tricks; that is, he could have made but two by card, whereas by proper play he made four.

Perhaps there ever will be difference of opinion between players about deep finesse and the forcing of partner when weak in trumps. But there need be no question in the mind of any strong player holding the tenace and other trumps as to the propriety of deep finesse in a plain suit, that if unsuccessful throws the lead, or of giving partner an opportunity to make a card of his best perhaps his only suit, before he hurries him to trump a low card, necessitating a return lead that cannot probably be made to the best advantage. It is one thing for A. strong in trumps to lead to B. the

suit of B., when B. is weak in trumps; but it is quite another thing for A. to force B. to play a small trump, and then have B. lead to A. the best suit of B. But the best mode of play is for the best players to adopt; and they will not be influenced by haste to force a trump when by care they can promote a much more satisfactory result.

THE 9.

"SUPPOSE," says Cavendish, "you lead a 9, which is called an equivocal card, as it comes from both strong and weak suits."

If the 9 is an "equivocal" card, will Cavendish please tell us which of the high cards is not? The knave must be equivocal, — it can be led at the head of three, at the head or the foot of a sequence; the 10 must be equivocal, for though Cavendish will not let it be played at the head of a sequence, save in trumps, it can represent a certain four cards at one time and a certain three cards at another; the 8 must be equivocal, for it can be first best or fourth best (one lower) or lowest of suit. Now if these cards are unequivocal, must not the dialect of Cavendish be changed? The fact is that the 9, by virtue of its position at the foot of the high cards and at the head of the low ones, is very particularly the only one high card that is *not* equivocal; and it is the only card under the present order of leads that can be used as a representative of any other two. It is the only one *sure* leading card that need never be played as an

original lead except to signify one special combination; it is the only card that can be independent, for the system is broken if any other one is made to herald any single association.

Cavendish has not looked into this value and use of the 9. For twenty years he has played whist and written books, and done both well; but the lead of the original fourth best was a surprise to him, and so it seems is the proper play of the 9.

Discovery at cards is invention, and the special use for the 9 is an American invention.

Let us see what Cavendish has formerly done, and proposes now to do, with this "equivocal" card:

"From ace, qu., 10, 9, lead 9
" ace, kn., 10, 9, " "
" k., kn., 10, 9, " "
" k., kn., 9, " "
" k., 10, 9, " "
" ace, 10, 9, " "
" ace, qu., 9, " "
Anything headed by 9, " "

Perhaps he had better substitute "useful," "ornamental," or "ubiquitous," for "equivocal." "If the 9 is led and you have the king, put it on," he says. How much better not to lead it *unless you have the king.* By the above use or misuse of the

card, neither the partner nor any one else can be other than mystified by its lead. As an original lead, it may draw the partner's king and give up the entire suit at once, or it may draw the opponent's king, insuring the same result for his benefit; while by its play, if the opponents please, when it is led as the lowest of such a variety of combinations, the puzzled partner may be defeated, let him do what he may. Singular enough in this game of system, when Cavendish is recommending the American Leads because of their designatory powers, he can say of the 9 led *originally*, "The lead is probably from k., kn., 10, 9, with or without small, or from ace, qu., 10, 9. It must not be forgotten, however, that 9 is what is called a doubtful card, and that with exceptional hands 9 may be led from three cards." The system which until now could be easily learned and understood is all unsystematized. Original, genuine leads are negatived, ignored, and the one card that *means nothing* is substituted as a lead. This is whist of a peculiar nature, certainly. "A *doubtful* card!" — why not the kn. at the head of three, the 7, the 6? Are *they* not doubtful cards?

But what is to be done if this anomaly is led? "With ace, qu., and any number of small cards, B. (partner) should play the queen. If the lead is

from the usual k., kn., 10, 9, no harm is done [*en passant*, this *doing no harm* must be very satisfactory to B. on his partner's *original* lead, not having the remotest idea what the lead means or what he shall next do to benefit the leader], and there is an off-chance that the lead was an exceptional one from k., kn., 9, or k., 10, 9." *Off-chance* is good when applied to an *original* lead, especially when complimenting a system whose first leads are not to be mistaken. "With ace, qu., only, B. should put on the ace, so as not to block the suit. A. must hold the king." *Must?* why "must"? You have authorized the original lead from any three cards. If B., all uncertain what his largely licensed partner means, puts on the ace, he may at once give up three tricks or more in that suit. Of course if A. leads 9 he *should hold k. and kn.*, and B.'s play of ace would be correct, and the qu. should be returned; but B. has no call whatever to play in this manner when by the Cavendish mathematics his guess-work even is of no avail as to what the lead may mean. "If B. holds the qu. and one, two, or three small cards, he should play the queen, as there is an off-chance that the lead is from k., 10, 9, or from ace, 10, 9." Here are two more *off-chances* upon an *original* lead. "But with qu. and four small ones B. should pass the 9, so as not

to have his own suit blocked, the great probability being that the lead was from k., kn., 10, 9." Now if Cavendish will tell us why the probability exists that A. holds the above combination because B. has the queen and four cards, but not if B. has the queen and three cards, we shall be grateful. Also by what manner of reasoning there is or can be any probability, but only a single chance, of A. holding any given combination whatever of which the 9 is a factor.

"If after the first trick B. remains with 8, 7, and one small card, he gains no advantage by returning the 8." Assuredly not; nor by returning anything else!

This wonderful card the 9, which can be led in Short Whist as *an original lead, off-chances* inclusive, from eight respective combinations, we propose to give a habitation and a home. It will *always* abide with the king and knave, and whenever it goes early upon duty it will proclaim its loyalty with no uncertain sound.

FINESSE.

THE rules for lead and follow have changed; but the law of finesse, the strength and beauty of whist, has never changed, will never change. Deschapelles and Clay put the fact on record that throwing the lead, even by what seemed to be the loss of a trick, was equivalent to a gain; for the rest of the play could then more easily be managed to advantage. Clay's orders for finesse are as valuable today as they were in his time:—

"With ace, kn., 10, and one or two others in trumps, I cannot think it wrong, unless there is obvious reason for making sure of two rounds in the suit, to finesse the 10. It is a finesse against two cards, the king and the queen; but unless both these cards are with your left-hand adversary, you have preserved to yourself the tenace.

"I have spoken of the finesse in the high cards; but it must be remembered that when these cards have been played, the finesse of the lowest, — say of the 5, with the 5 and the 7 against the 6, — is as valuable as that of the qu. from ace, qu., against the k.

"In order to finesse, it is not necessary that you should hold the best and third or fourth best, etc., of a suit. Finesse is possible, and may be forced on you, with almost any combination of cards, sequences excepted, — say with k., kn., against qu., the ace being in; or with qu., 10, against the kn., the ace and k. being both in; or with combinations of less importance.

"I would offer the following opinions, not I fancy very generally entertained, for the consideration of experienced players. With ordinary hands finesse may be deep at their commencement, should contract as they go on, until in the last four or five cards there is scarcely any opportunity left for finesse, properly so called.

"When weak in trumps, — say even with no trumps at all, — finesse deeply in the suit in which you believe your partner to be weak, in order, as long as you can, to protect him from a force.

"Again, say that you have led from k., 9, and small cards, and that your partner having taken with qu. returns to you the 8. You know that he has returned to you the best card he holds in the suit, and that you have to contend not only against the ace, which you know to be behind you, but against the kn. and 10, neither of which cards can be with your partner. The position is difficult,

but there is no help for it. You must pass your partner's 8. It is a finesse against two cards, but one or possibly both of them may be with your right-hand adversary, in each of which cases you will have played to advantage; and even in the worst case, that you find both kn. and 10 along with the ace behind you, you have yet retained your king guarded, and have not given up the entire command of the suit.

"This leads to the consideration of another numerous class of cases, which although not unsimilar cannot strictly be called finesse. Take the same cards as given in the last example. Your partner equally takes with the qu. and returns the 8, but your right-hand adversary renounces the suit. You now know that the ace, 10, and kn. are all three behind you, and it is true that there is no finesse against a hand which has none of the suit played. Still, you would do very wrong to play your king; you must pass your partner's 8, and you still hold your k. guarded, which prevents your left-hand adversary from going on with the suit without either giving up its command or forcing his partner. Your king thus guarded may still be of great value to you, as your partner will certainly not continue the suit, and your right-hand adversary cannot. To have played your king would

have given the entire command of the suit to your left-hand adversary, than which no position could be worse. Cases similar to this are of frequent occurrence, and should be treated on this principle."

The simplest form of finesse (one of two with which the general player is acquainted) is finesse proper. A. leads a low card; B., holding ace and qu., plays qu., risking the k. on his left.

The other is the obligatory finesse. A. leads a small card from qu., 10, etc. B. takes with k., and returns the lead with a small card. The ace must be on A.'s left, perhaps also the kn.; but it cannot be helped. A. must play the 10.

Now, there are four more modes of finesse unknown to the general player. They are —

(1) The returned finesse.
(2) The finesse by trial.
(3) The finesse on the partner.
(4) The finesse by speculation.

It will be readily understood that these varieties were of Deschapelles' invention, and that they are applicable especially to Long-Whist play because that calls for the use of all the cards, and these finesses look from the opening of the hand to its close for their results. We give a brief definition of the several forms as practised by him, who regarded his own game as one of signal

(conversation by the cards) and finesse. The daring and enterprise of his play would utterly disconcert the routine players of our time, as it is said to have frighted England's "isle from her propriety."

The *returned finesse* is made upon the lead of left-hand adversary. When being played through, a card is thrown that it may be he cannot take because he has already thrown, not his third or fourth best, but his best. Your partner may be in a condition to take this trick, and it remains with you to make the finesse if you care to do so.

The *finesse by trial* is when right-hand adversary has led, and you play a card on which one much higher is thrown by left-hand opponent. The next time the suit is led you play a lower one, it may be, for third hand has shown his strength.

The forced *finesse upon partner* is when you make him take the trick, perhaps of his own suit, that you may hold command; and also the instant following third play, — perhaps of trumps if you have called them, or if the fall of the cards has revealed your want of them.

The *finesse by speculation* is when holding sure tricks in other suits, and even it may be in the suit played, you pass, that partner may overtake or over-trump third-hand player; and it is

when you lead to partner a suit expecting him to take and return to you another of which he holds the best that will be trumped by your right-hand opponent and over-trumped by you, or else will make, and partner will have another lead.

In one of his chapters upon the "Sublime Game," Deschapelles says: "The difference which exists between the beginning and the end of a deal of whist is incalculable. It sets out in ignorance and obscurity, guided by instinct and chance, supported by invention and talent; it finishes in experience, guided by positive evidence and supported by the light of mathematical deduction. A deal at whist may therefore be considered as a graduated scale of intelligence, beginning with the inventive faculty and ending with mathematical demonstration; and we may easily imagine that the intellectual powers are not unemployed during its continuation. Every single faculty of the mind, one by one, is successively engaged in the operation; every class of mental agency, and every shade of intelligence are in some degree called into action; and the continual change in the faculty employed prevents too laborious exertion of intellect, keeps up excitement to the end, and produces the highest degree of pleasure.

"To explain this more clearly, and following the degree of division adopted by geographers and natural philosophers, we shall divide a deal of whist into two parts. Let us suppose a parabola described by the fall of a cannon-ball, whose culminating point shall be the seventh or odd trick. On this side of the above point invention is the ruling agent of the game; beyond it, calculation. Attention and memory are seated at its base; and sagacity placed at its summit portions out the task, invokes by turns all the instruments which contribute to its completion, urges on or circumscribes their endeavors, and prescribes to them at the appointed time the repose necessary to maintain their vigor." (Page 76 *et seq.*)

SIGNALLING.

THE term is usually applied to a deliberate call for trumps made by the play of an unnecessarily high card followed by a lower one of the same suit, and styled "the trump-signal." "You did not see my signal," is the common complaint of an amateur to his partner. If he knew the game and what had best be done with the cards he holds, perhaps he would not have made a signal. But calling for trumps is at once the plainest and cheapest of signals with which whist abounds. Whist is a game of signals; and the main secret is, that the novice in his anxiety about the trump-signal for which he watches so closely, or which he may be so anxious to give, fails to see by the fall of the cards the many real signals that to a good player are of much greater worth. The trump-signal is much used however by players of Short and Five-Point Whist. Very many players of the long game seldom use it. A fine player in Hartford says, "I will manage to play trumps when I want them played. More harm comes from posting your adversary by a trump-signal

than good results from getting them led, even when you succeed in doing so." There can be no doubt that the trump-signal is too much used. When an honour over which a tenace is held is turned on the right, a signal to call a trump through such opponent may be of much avail; and where a player holds all the high cards in his adversary's suit, or when he or his partner has an established suit that may be trumped, there is good reason for the call.

The best signal for trumps is made by discard of an 8, or of a higher card of another plain suit than that led. Unless the card so thrown be traceable because of previous play, as one to be parted with for another definite purpose, its discard can be for no other reason than to ask for a trump lead.

On the call for or play of trumps by partner, having none, the discard signal is from the weak suit; by the opponent, from the strong suit.

The holding of tierce or quart to ace, is signalled by throwing away ace.

One of the best of the signals is that of American invention, trumps having been played (p. 78).

The echo is another (p. 139).

The discard of the second-best card of a suit, showing no more, is another (p. 90).

Second hand passing a doubtful card signifies

more than three trumps, or three that had best not be broken, and either second or fourth hand refusing to trump a sure trick makes a positive signal for trumps.

The plain-suit echo is not a signal, but a deliberate order of play.

In other modes of play except Long Whist, the law allows the last trick taken and turned to be again exhibited, and the act of leaning over to partner's or adversary's table of tricks and exposing it, in order to ascertain what should be known by the meddler without the necessity of such exhibition, is of most common occurrence. This practice deserves to be ridiculed by every proper player of the game. The action of the curiosity man interferes with the play of the whole table, disconcerts three men to gratify his inquisitiveness, and hinders by interruption the calculation of those who have kept in mind what has been played, as the blunderer should have done, and who now are planning for what is to come.

The best players, however, will not take advantage of the license which they know is provided only for the benefit of the inattentive and weak. Drayson makes a manly protest against the practice, saying, "The longer I play whist, the more I regret that Rule 91 exists, and that

it is at all possible to see the cards of a trick turned and quitted. Some players have a habit of waiting until the last trick is turned and quitted, and then either look at it themselves or ask that it be shown them. This does not occur once or twice during an evening's play, but is almost perpetually taking place. More especially does it happen when a player has led the king of a suit and follows with the ace, and his partner drops the 3 or 4. A careless player will then ask to look at the last trick; and if he finds a 5 in it, he hesitates and reflects, and probably dashes out a trump, imagining that his partner has asked for trumps by playing first an unnecessarily high card. I once heard one of the best whist-players I ever met, remark that he 'could consider no man anything but a second-rate player who, unless his attention was diverted from the game, ever asked more than once during a rubber to look at the last trick;' and he added, 'a first-class player scarcely ever asks to see the last trick.' A player who is wasting his time in looking at or pulling about his own cards during the play of the hand, necessarily fails to see who plays certain cards. In the vain hope of obtaining such intelligence, the player looks at the last trick, and commences a condition of mental confusion

which continues during the whole hand. To avoid such a habit, or such a result, never take your eyes off the table while each player is playing his cards; *observe* each card, and draw your conclusions *at once* on its fall. You will then never need ask to look at the last trick, and will have adopted one of the most essential proceedings to make yourself a whist-player."

The foregoing is the best passage in Drayson's book; and if it could only be effectual to the abolition of the rule in England, he would merit and receive the thanks of every good whist-player.

GETTING IN A LITTLE TRUMP.

PERHAPS one of the most common of plans, and *certes* the most ordinary of plays, is that of laboring to "get in a little trump" by a hand poor in them, but rich in the possession of a plain-suit singleton. Avoiding the anathema that would be evoked by first leading the one card of a suit, the player shows his partner that he has several cards of another, and follows at once with the singleton lead. His cards so played declare, "My first lead was from my long suit, the second from my short one, which latter lead I have made purposely so that I may get in a little trump before the opponents draw it from me." If his plan succeeds, the card that he desires to trump being led from any quarter, his small trump takes a trick, the result of which accomplishment he of course considers as a gain, and he is happy.

It is quite true that the business of the player is to take tricks; but it is also true that the management of the cards for the purpose of taking them is very different in the hands of different players, and it is equally true that this mode of

play belongs to the lowest order. In the matter of decision as to whether or not a trick is gained, the circumstances are to be considered. It may be that the player, if indeed he has not done injury to his own hand, may have wrecked that of his partner. The suit of which he held the singleton may be that of his adversary, but his partner may be strong in it. If he has but a trump and another singleton, he must have two long suits. How much better to have opened one of these! After his singleton is played and his trump has gone, he has told the adversaries of his poverty in those two suits, and that he has quantity not quality in the other two. He has made his instant seizure of a trick, but may not the act be an expensive experiment? He argues that his opponents would have played trumps, taken his away, and that now he has saved it. They might have done so, but in the effort they might have lost a trick to his partner, which because of this explanatory play they manage now to gain. Moreover, his left-hand adversary can now play up to his hand. Both adversaries know where the low cards of the long suits are, and can force his partner, or with high cards take the tricks. He thinks that they could have done so if he had not made his trump; and so they might have done, but they could not

have counted the hands as now they can. Paying no attention to the interest of his partner, he has demoralized the game of both. It is more than probable that if his cards had been properly played from the first, a trick would have been made in the plain suits that must now be lost because of advantage taken of the condition the false play has imposed. The fact that he held but one card each of the trump and of the plain suit suggests that his partner may be strong in one of these, perhaps in both. Perhaps his partner wanted to have trumps played to him. He cannot know and does not care; he has succeeded in "getting in his little trump!"

As an example of this style of play and its result, — a small spade turned on his right, A. taking up ace, k., and three small clubs, the kn. of diamonds and 9 of spades and six small hearts, threw the k. of clubs that took the trick and showed his long suit; next the kn. of diamonds to show the weak one. His partner, who held ace and qu. and two small diamonds, passed the kn., which was taken by the k. D., who had 10 and 9 and 7 of diamonds, and who desired queen to be thrown by his partner if C. had it to be out of his (D.'s) way, led a diamond back. A. did not know if this was or was not under-play; at any rate he played the

suit to trump it, as his partner (B.) could get in his ace if he had it later; and as he (A.) wished to "get in his little trump," he played the 9 of spades and took the trick. He then played ace of clubs and read his partner's call. The ace took, but he had no more trumps. Having, by his crazy notion of getting in a little trump, spoiled his own hand and ruined his partner's chances, he led a heart. If he had played his k. of clubs and followed with the ace, he could have made answer to his partner's call. The 9 of spades led by him, passed by his partner, would have drawn the ace. D., who held k., 10, 9, and 7 of diamonds, would have led the 7; A.'s kn. would have taken the trick, leaving the tenace in his partner's hand. But the delighted A., who had got in his little trump, now played a heart to C.'s best suit, who led a club for D. to ruff, and make the wreck complete.

This is an illustrative lead of a singleton second-play in order to get in a little trump. They who fancy that sort of play may run out the game at their leisure. It is the worst-mannered imitation-whist that is played.

THE ECHO.

MORE is implied by this term than the mere answer to a call for trumps. It is quite as likely to be a reply to what was unintentionally announced. It can be a sign that is made at the same time that it is a response to something inferred or shown. "You saw my signal," says the trump-caller. "Yes, and you saw my echo," says his partner. This is its commonest interpretation. But after a hand has been well played, A. says, "I thought that we might lose the odd trick. I could not trace the 10 until I saw your echo on D.'s lead; then I felt sure that if he led the suit again, your 10 and my thirteenth trump would give it to us."

It is important that the echo should be made at the earliest practicable moment. The readiest means for making it must be accorded. A. calling for trumps must be at once told by B. at any sacrifice of suit that he, B., has four. If the trumps are out, and either A. or C. or D. lead a suit which having run to the exhaustion of the master cards becomes a strength in B.'s hands,

B. must announce his coming usefulness by beginning the echo. If A. leads from a long suit which is also B.'s best, or if he is strong in it, he must tell by the retention of his smaller card or cards that he echoes strength.

The echo in plain suits that indicates four trumps is easy to make. The echo in trumps is usually easy, although the fact that partner may hold three high trumps and one very low one may hinder the sacrifice (if it really seems to be such) of one of those high cards. But the plain-suit echo which distinguishes whether C. does or does not follow suit to the ace originally led by A., but does not care when A. leads queen or kn. or 10 or 9, whether C. follows or trumps, is more difficult of management. If a king or any card lower than the 9 is originally led, if B. does not attempt to win the first trick he plays his lowest card, whatever number of cards he holds in the suit. But when ace is led, if C. follows suit, B. holding four cards exactly of that suit retains his lowest card, — playing of course the second best if he wishes to call for trumps, or the third best if he does not.

If the first card thrown by A. the leader is a qu., kn., 10, or 9, B. holding four cards of that suit, and unable or unwilling to take the trick, retains

his lowest card. If the suit is continued by A. or C. or D., and B. cannot take the trick, he plays his middle card. If played again whether B. has or has not taken the second trick, he plays his highest or lowest card of the suit according to the fall of the cards; but if he plays his lowest he has not called for trumps. If B. is required to return the lead to his partner he plays his highest card, no matter if he holds two more or three more of the suit. B. having retained the lowest card upon the first play of his partner, may upon some after-play discard from the suit originally led: if he does so he throws not the lowest card, but the middle card. The fall of the small card does not indicate a call for trumps, because it must be understood that when playing this echo B. is playing not for his own suit, although he holds four cards in it, but for his partner's suit, because his partner originally held five cards in it. The fall of the cards will determine whether A. did or did not hold five or more cards of the suit that he began with, — either qu., kn., 10, or 9, — while at any rate he upon his original lead of ace did have four more.

The echo properly played and properly watched by the partner holding the suit in which it is made of account, may prevent the opportunity being

given to the opponents to trump, may induce the lead of trumps for the safety of the suit, or may convey surest information that a force may be effective against a strong trump-hand. The echo is a reply to a player who doubtingly inquires. By the card that he throws he says, "In this suit do you think you can give help?" And echo answers, "Can give help."

COMMON SENSE WHIST.

Game by Lewis.

Mr. F. H. Lewis writes to Mr. Proctor: "Success at whist depends upon the faculty of combination and the rapidity and accuracy with which correct inferences can be drawn from the fall of the cards; and if information is to be withheld because the adversaries may make use of it for the purposes of their strategy, the whole science of the game is gone. But there may be and frequently is what I call an abuse of uniformity, where in order that his hand may be counted or his cards known, a player will, under all conditions and without reference to the score, play according to conventional rule. Good players will however frequently deviate from recognized play, and indulge in what I hope I may be permitted to call the common-sense of whist.

"To illustrate the last observation, I send you a game in which I played A. It will be observed that I had ace to five and did not lead the ace, and that I had five trumps and did not lead one.

Both conditions were combined in my hand which might have induced one set of players to lead a trump notwithstanding the knave turned, and another set to lead the ace of the suit. In my judgment either play, although in the direction of uniformity, would have been bad whist, taking the score into consideration."

The hands are as follows, — the score standing A.B. 3, C.D. 2; knave of hearts turned: —

SPADES.	HEARTS.	CLUBS.	DIAMONDS.
A., ace, 8, 6, 3, 2	9, 6, 4, 3, 2	ace	7, 2
C., k., 10, 5	10, 5	8, 7, 5, 2	kn., 10, 9, 5
B., qu., 9	8, 7	kn., 9, 6, 4	k., 8, 6, 4, 3
D., kn., 7, 4	ace, k., qu., kn.	k., qu., 10, 3	ace, qu.

Let an ordinary player read those hands and decide in what manner A.B. are to make two by card.

THE PLAY.

(The *italicised* card wins the trick.)

	A.	C.	B.	D.
1.	S. 3	S. 5	*S. qu.*	S. 7
2.	*S. ace*	S. 10	S. 9	S. 4
3.	S. 2	S. k.	*H.* 7	S. kn.
4.	H. 3	H. 5	H. 8	*H. kn.*
5.	*C. ace*	C. 2	C. 4	C. k.
6.	H. 2	H. 10	C. 6	*H. qu.*
7.	*H.* 4	C. 5	C. 9	C. qu.

A. begins his game as if his suit were not headed by the ace, leading fourth best. D. begins to signal. B. returns A.'s suit in hope of making a trump on its return to him, — a very silly play, but A. had best take such advantage of it as he may. A. plays the smallest card of five, and B. sees that A. must have numerical strength in trumps. He leads through the signal. D. clears his club suit, and thinks he is sure of the game. A. leads a trump to draw two for one; of course B. can have no more. At the seventh play D. should play his sure trump, follow with the best, and then have thrown queen of clubs.

A. wins the trick, and follows up the spade.

	A.	C.	B.	D.
8.	*S.* 8	C. 7	D. 3	C. 3

C. throws a club, to say that he has not the kn. D. refuses to trump, but his game is gone.

	A.	C.	B.	D.
9.	*S.* 6	C. 8	D. 4	C. 10

To this last lead of a spade D. throws his 10 of clubs, hoping for a diamond lead. A. falls into no such trap, but plays the losing trump.

	A.	C.	B.	D.
10.	H. 6	D. 5	D. 6	*H k.*
11.	H. 9	D. 9	C. kn.	*H. ace*
12.	D. 2	D. 10	D. 8	*D. ace*
13.	D. 7	D. kn.	*D. k.*	D. qu.

A. throwing the lead into D.'s hand, of course makes for B. the diamond k.

A.B. make two by cards.

This game could not have been won if a conventional lead had been adopted. It was played with brains, and not by rule. The calculation as to what might be done with the cards held after the lead was thrown, as well as that which counted upon the possible strength of the adversary and his play, must be made and acted upon from the first. He had a good partner, and there was an error made by the opponent; but the fact remains that by no other lead than the one made by him, the value of which he carefully weighed, could Mr. Lewis have won the game.

TEST GAME.

WHAT is always to be regretted by players who *study* whist and replay the hands that were erroneously played, is that persons persistent ever in wrong leading will not give even a small portion of the time wasted in the excitement that their poor playing affords them, to examine the analysis of a test game. "I play whist to take the tricks," says your very brusque man who sees what is directly before and very near to him, but *nothing beyond.* You cannot talk him out of the notion that if he has one little trump and can get it in before it is called for, he has *made* a trick. His argument to him is unanswerable: "I should have lost it, should n't I? The opponents would have drawn it, and now I have made it. I had but one, and instead of giving it up and losing a trick, here is my trick made." He cannot understand the better management of the cards that form his hand for the benefit of his partner, or for his own advantage. He can get this one trick, — *that* he knows; and as he sees no chance of getting any more, or at any rate sees the chance of getting

that, at whatever cost of result to anything or anybody, he makes his little trump.

We print a hand that was played in this way, and follow the false play by the correct play of the same hand, to show how easily the game that was thrown away by the poor player was won by the good one.

The odd card in this hand was needed to win a series of rubbers at Five-Point Whist, in which the games stood exactly even.

D. turned the 7 of spades; each side had won a treble, and the game stood 4 to 4. A.'s hand was qu., kn., 10, 9, 4, and 3 of diamonds; k., 8, 6, 4, and 3 of clubs; 6 of spades; and 8 of hearts.

A. properly leads the qu. of diamonds, on which C. begins a call, playing the 6. The qu. takes, and A. leads his single heart, the 8. C. throws the 9, beginning a second call; B. the ace, and D. the 2. B. strong in trumps, to give A. the chance he seeks, returns the 5 of hearts; D. plays qu., A. the 6 of spades, and C. the 4 of hearts. A. leads the kn. of diamonds; C. throws the 5, closing a double call, B. the ace, and D. trumps with the 4 of spades and leads the 7. A. delighted with the success of his ruse exclaims, "Oh, I've got mine *in!*" and plays the 3 of clubs, C. the k. and B. the 2

of spades. C. leads ace of spades, and B. plays the 3; D. the 2 of clubs, and A. the 4 of clubs. The whole game is now open to C., who reads B.'s hand of trumps and clubs. C. plays kn. of hearts, B. the 3, and D. the k.; and A. the 3 of diamonds. D. follows with the 10 of hearts, A. with the 4 of diamonds, C. the 8 of diamonds, and B. may trump or not as he pleases. If he does not trump, D. continues the hearts; in any event C. knows that D. can have but three of the remaining tricks. The smart singleton has made the little trump and trick, and lost the rubber. The whole game follows: —

A.	C.	B.	D.
qu. d.	6 d.	7 d.	2 d.
8 h.	9 h.	*ace h.*	2 h.
6 *s.*	4 h.	5 h.	qu. h.
kn. d.	5 d.	ace d.	4 *s.*
3 c.	*k. s.*	2 s.	7 s.
4 c.	*ace s.*	3 s.	2 c.
3 d.	kn. h.	3 h.	*k. h.*
4 d.	8 d.	5 *s.*	10 h.
6 c.	*ace c.*	qu. c.	5 c.
9 d.	k. d.	10 *s.*	7 c.
k. c.	8 *s.*	kn. c.	10 c.
8 c.	9 s.	*qu. s.*	6 h.
10 d.	*kn. s.*	9 c.	7 h.

The hand of A. has been given.

C. held ace, k., kn., 9, and 8 of spades; kn., 9, and 4 of hearts; ace of clubs; k., 8, 6, and 5 of diamonds.

B. held qu., 10, 5, 3, and 2 of spades; ace, 5, and three of hearts; qu., kn., and 9 of clubs; ace and 7 of diamonds.

D. held 7 and 4 of spades; k., qu., 10, 7, 6, and 2 of hearts; 10, 7, 5, and 2 of clubs; 2 of diamonds.

Now we will have a good player handle the same cards that A. held. He leads the qu. of diamonds, C. 6, B. 7, D. 2. At once he sees that the k. and ace are not on his left, neither of them on his right, and probably not the ace on his left. With his strength, and with so good a suit of clubs to open, he had better let his partner manipulate the diamonds. He leads the 4 of clubs. C. must take this, and he is forthwith in a quandary. B. has played high in clubs and diamonds, and D. as low as possible. But C.'s best play is a trump, and he leads k., then ace. Another round will bring qu. or 10, and he follows with the 8. B. plays 10, risking kn. with 9 against, for D. cannot have the two cards. B. has now the club for a force; if not taken he plays another. His ace of hearts, qu. of spades, ace of diamonds, and small

spade must make; and if the qu. of clubs is trumped, his partner's k. is good.

The whole game follows, — B. compelling the surrender that correct play at the outset insured:

A.	C.	B.	D.
qu. d.	6 d.	7 d.	2 d.
4 c.	*ace c.*	9 c.	2 c.
6 s.	*k. s.*	2 s.	4 s.
3 c.	*ace s.*	3 s.	7 s.
4 d.	8 s.	10 *s.*	2 h.
6 c.	9 *s.*	qu. c.	5 c.
8 h.	kn. h.	*ace h.*	6 h.
3 d.	kn. s.	*qu. s.*	7 h.
8 c.	4 h.	*kn. c.*	7 c.
9 d.	5 d.	*ace d.*	10 h.
		5 *s.*	

If the good player to whom we have intrusted the hand that A. threw away had not understood the situation of the cards by the fall in the first round, and instead of playing properly had thrown another diamond, the result would have been disastrous. For example: —

A.	C.	B.	D.
qu d.	6 d.	7 d.	2 d.
9 d.	5 d.	ace d.	4 *s.*
6 s.	*k. s.*	2 s.	7 s.

3 c.	*ace s.*	3 s.	2 c.
8 h.	kn. h.	*ace h.*	6 h.
4 c.	*ace c.*	qu. c.	5 c.
3 d.	9 h.	3 h.	*qu. h.*
4 d.	4 h.	5 h.	*k. h.*
6 c.	8 d.	5 *s.*	10 h.
8 c	8 *s.*	kn. c.	7 c.

If the average player would forego his rush to play cards at random, and study these three games for an hour, he would probably know more of whist than by his manner of practice he will be able in his lifetime to learn.

THE LAWS OF WHIST.

It appears that the system of American Leads is applicable to each of the three methods by which whist is played. But why should there be three methods, and wherein do they differ? Three reasons may be given for the dissimilarity that exists between the regulations of Long and Short Whist, — honours, stakes, and time. Probably everybody knows that the game of whist used to be played for ten points, — six by cards and four by honours, — and that in London it was cut in twain because with more chances in less time there could be more exchanges. Something to make it of interest, — from a dime to a ducat, from a pound to a palace, in accordance with the whim or the ability of respective players, — was put at hazard, dependent upon the quality of cards that were held and the skill of the players who held them. The honours in whist were and are a most essential feature in a game that must be brief to be interesting. The laws that govern such a game should be terse and definite, and

incapable of misconstruction. Nor would it appear difficult for a player versed in the game and fully aware of its requirements to frame a code that should be satisfactory to meet all emergencies. But the fact that the laws of Short Whist are "loosely worded" has been apparent to all England ever since they were adopted, as is evinced in the always occurring demands and decisions. Mathews said, "A rule established in England, good or bad, goes without change for generations." Inasmuch as the tenor of the orders given that are allowed to go unchanged influences the play of Five-point Whist in this country, there is much interest shown in the statements that Cavendish has frequently made in reference to their revision. It is but necessary to call attention to the wording of some of them to show that their compiler, Mr. Baldwin, was all unsuited to his self-imposed task, and perhaps that the august committee-men who acted upon their acceptance were more interested in the practical issues of their game than in the proper presentation of its vernacular.

Law 16 says "the players are selected by cutting." The word "drawing" is not among rules or laws. Is not drawing illegal?

Law 44 (i.) declares "a misdeal unless the cards

are dealt in four packets." But they are *not* dealt into packets once in fifty times, but are scattered. The trump-card instead of being placed upon a packet is usually purposely thrown away from it.

Law 44 (v.) reads: "It is a misdeal, should the dealer, under an impression that he has made a mistake, either count the cards on the table or the remainder of the pack."

But suppose he counts the cards and asserts that he was *not* under such impression?

Law 44 (vi.) reads: "It is a misdeal, should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if prior to dealing that third card the dealer can by altering the position of one card only, rectify such error, he may do so."

But suppose he alters the position of *any* one of all the cards that he has dealt?

Law 56 reads: "All exposed cards are liable to be called, — that is, any card in any way exposed above the table."

But suppose the player shows his *entire hand?*

Law 56 (ii.) reads: "*Any* card in *any* way exposed *on* or above the table."

When a player purposely spreads out back uppermost his last two or three cards *on the*

table, and the meaning of such action may be understood, does he not in *any* way expose them?

Law 61 reads: "If a player who has rendered himself liable to have the highest or lowest of a suit called fails to play as desired, he incurs the penalty of a revoke."

But suppose his *partner* renders him liable?

Law 85 says that "any one may demand that the cards be placed." The order is in the plural. Is not the question "Which is your card, partner?" or "Is yours the 9?" etc., illegal?

Cavendish has ridiculed the quibbling under the head of "misdeal," and censured the practice of trickery under "revoke." He cannot probably stop the talk from partner to partner, perhaps not do away with the absurd trick-turning. There are certain privileges which must form the license of the impulsive monetarily-interested man.

The play of Short Whist in America, as in England, must accept the laws as they are, settle its own differences and make its own decisions. The Five-Point play in some places favors English rule, and the players keep the English score. The account of games is easily kept by means of the counter at the right of one of each of two partners,

and that of rubbers in a book provided for the purpose. The honours not being reckoned, the quick result of play is obtained by the allowable declaration of sure tricks enough to make the game. To those members of a club (and clubs that play the shorter games are mainly formed of such) who are desirous to play, the right of entrance to a table is an instantly accepted privilege, and the choice or change of partners is effected by the simple cut of the cards.

There are many players of Five-Point Whist who for club purposes form their tables of six persons and keep their game by English score; who adopt the American Leads, and obey the American laws of play.

The laws of Short Whist are very many, the intent being to provide for the adjustment of disagreements that as a consequence of the *modus operandi* of the play are liable to arise. The laws *verbatim* from the Club Code may be found in any issue of any English whist-book. The Pocket Laws that we print are to the same effect, a compilation and arrangement by Cavendish, somewhat better than the original. They are intended to supply in a convenient form an authority for determining questions which may arise in the course of play.

The laws of Long Whist are few, since there is no incentive to discussion. The penalty for transgression is of the same nature in all cases and because of compulsory attention there can be little call for its enforcement. As we treat of the adaptation of American Leads to both methods of play, it is proper to place side by side the governing regulations of the two games.

LAWS OF SHORT WHIST.

Formation of Table.

1. If more than four candidates assemble, the players are selected by cutting, — those first in the room having in strictness the preference. The six lowest belong to the table; the four lowest play the first rubber (*vide* Law 8).

2. Should less than six assemble, fresh candidates have the right of entry in the order of their arrival.

3. A table is full with six players. Should a seventh cut, or should a seventh arrive, he does not belong to the table (*vide* Law 1). But if one of the original six leaves, the seventh has the next right of entry.

4. A fresh candidate who desires to play the next rubber must declare in, before any of the players have cut for the purpose of commencing such rubber, or of cutting out.

Cutting.

5. In cutting, the ace is the lowest card.

6. All must cut from the same pack.

7. Should a player expose more than one card in cutting, he must cut again.

Cutting for Partners.

8. Should the players have been selected by cutting (*vide* Law 1), they cut again for partners.

9. In cutting for partners, the two highest play against the two lowest. The lowest has the deal and the choice of seats and cards; he must abide by his first selection. If the two lowest cut cards of equal value, they cut again for deal.

10. If two players cut intermediate cards of equal value, those two cut again for partners. *Example:* a three, two sixes, and a knave are cut; the two sixes cut again, and the lowest plays with the three. Thus if the second cut consists of a king and a queen, the queen plays with the three. If at the second cut a lower card than the three is cut, the three retains its privileges as the lowest (*vide* Law 9).

11. If three players cut cards of equal value, those three cut again. If the fourth cut the highest card, the two lowest of the new cut are partners. If the fourth cut the lowest card, he is the dealer; and the two highest of the new cut are partners.

Cutting Out.

12. At the end of a rubber, should any candidates be waiting to come in, the players who have played the greatest number of consecutive rubbers

are out. Should all have played an equal number, they cut to decide which are to go out. The highest are out.

13. If a player quits the table when it is not his turn to go out, only one of the other players can be called on to retire; as only two players can enter at a time, if two of the original players wish to remain in.

Formation of Fresh Tables.

14. A player who belongs to one table (*vide* Law 1) has no right to enter another, if the required complement of players can be procured from candidates who have not played.

15. Should a player belonging to one table cut into another, he belongs to the table at which he last played.

16. If a player leaves a table and so breaks it up, the remaining players have the prior right to him of entering any other table.

Shuffling.

17. The pack must not be shuffled (*a*) below the table; nor (*b*) so as to expose the face of any card; nor (*c*) during the play of the hand; nor (*d*), except the pack is new, by dealing it into packets, nor across the table.

18. Each player has a right to shuffle once only, — (*a*) prior to a deal; (*b*) prior to a fresh deal

(*vide* Law 23); and (*c*) before a fresh cut (*vide* Law 22).

19. The dealer's partner must collect the cards of the dormant pack. He has the first right to shuffle that pack.

20. The dealer has a right to a final shuffle (notwithstanding Law 18). Should he expose a card in shuffling, he may be required to re-shuffle.

Cutting to the Dealer.

21. In cutting to the dealer, not less than four cards must be cut from the top, and not less than four must be left in the bottom packet. The player who has to cut, having once separated the pack must abide by that cut.

22. If in cutting to the dealer, or in re-uniting the separated packets, a card is exposed, or if there is any confusion of the cards, or doubt as to the place where the pack was separated, there must be a fresh cut.

Dealing.

23. When there is a fresh deal the same dealer deals again; when there is a mis-deal, the deal is forfeited to the adversaries. There must be a fresh deal if (*a*) during the deal, or during the play of a hand, the pack is found to be incorrect or imperfect (*vide* Law 73); if (*b*) during the deal any card except the last is found to be faced in the pack.

24. If a card is exposed during the deal, the side not in fault have a right to look at it, and the option of calling a fresh deal (except as provided in Law 27). If a fresh deal does not take place, the exposed card cannot be called.

25. If the dealer happens to see the trump-card during the deal, the adversaries may also see it, and may call a fresh deal.

26. (*Vide* Law 27). It is a mis-deal (*vide* Law 23) if (*a*) the dealer shuffles after the pack is cut with his consent; if (*b*) the dealer omits to have the pack cut, and the adversaries discover the error before the trump-card is turned, and before looking at their cards; if (*c*) the cards are not dealt in regular rotation, beginning with the player to the dealer's left; if (*d*) the cards are not dealt one at a time, except that if two cards are dealt together to the same hand the dealer may rectify his error prior to dealing a third card; if (*e*) the dealer counts the cards on the table or those undealt in his hand; if (*f*) the dealer places the turn-up card face downward on one of the hands; if (*g*) the trump-card does not come in its regular order to the dealer, the pack being perfect; if (*h*) any hand has less than thirteen cards, and any other hand the corresponding surplus, even though the hand has been partly played out. (If the other hands have not the corresponding surplus, Law 35 comes into operation).

27. If the adversaries touch their cards during the deal, prior to the dealer's partner having done so, they lose their right to call a fresh deal (*vide* Law 24); and if the dealer commits any of the errors mentioned in Law 26, he does not lose the deal, but is entitled to deal over again. But if during the deal a player touches his cards, the adversaries may afterward do the same, without losing the benefit of a mis-deal or their privilege of calling a fresh deal, should the occasion arise.

28. If the adversaries interrupt the dealer (as by questioning the score, or asserting that it is not his deal, and fail to establish such claim), and the dealer commits any of the errors mentioned in Law 26, he does not lose his deal.

29. If the dealer deals out of turn, or with the wrong pack, he may be stopped before the trump-card is turned; but otherwise the deal stands good.

30. If a player takes his partner's deal, and mis-deals, the latter loses his deal; and the adversary next in rotation to the player who ought to have dealt, then deals.

The Turn-up Card.

31. (*Vide* also Law 26, paragraphs *f* and *g*.) The dealer is bound to leave the turn-up card face upward on the table till it is his turn to play, when he may mix it with his other cards. After

this, no one has a right to be informed what card was turned up, nor who dealt; but any player may be told what the trump-suit is.

32. If the trump-card is left on the table after the first trick is turned and quitted, it is liable to be called. (*Note:* this penalty is never enforced).

33. If the dealer takes the trump-card into his hand before it is his turn to play, he may be required to show it; if he shows a wrong card, that card may be called (*vide* Laws 43, 45). If he declares himself unable to recollect the trump-card, he may be required to play (*a*) his highest or (*b*) his lowest trump at any time during the hand (*vide* Law 75).

34. If a player names the trump-card during the play of the hand, he is liable to have (*a*) his highest or (*b*) his lowest trump called (*vide* Law 75).

PLAYING WITH THE WRONG NUMBER OF CARDS.

35. Every player, before he plays, is bound to count that he holds thirteen cards. If a player plays to the first trick holding less than thirteen cards, and the other players have their right number, the deal stands good. The player who has played with less than thirteen cards is as answerable for any revoke he may have made as though the missing card had been in his hand. He may search the other pack for it (*vide* Law 26, para-

graph *h*, for the rule when the other players have not their right number of cards, and Laws 36, 49, and 50 for the rule respecting redundancies or deficiencies which accrue during the play; and Law 73, for the rule respecting imperfection of the pack).

36. If a player takes into the hand dealt to him a card belonging to the other pack, the adversaries may call a fresh deal.

Leading out of Turn.

37. (*Vide* also Laws respecting playing out of turn, Nos. 41, 42.) If any player leads out of turn, the adversaries may call (*vide* Laws 43, 45) the card led in error; or they may call a suit (*vide* Laws 40 and 75) from the offender or his partner, when it is next the turn of that side to lead. It follows that if a player leads when it is his partner's turn, the adversaries can call a suit from the right player. If they allow him to lead as he pleases, the only penalty that remains is to call the card led in error.

38. If a player plays to an imperfect trick the best card on the table, and then leads without waiting for his partner to play; or if a player having led leads again (one or more cards) without waiting for his partner to play, — the partner may be required to win if he can the first or any other of the cards led. If the lead is thus given

to the partner, the remaining cards improperly played may be called (*vide* Laws 43, 45).

39. If a player leads out of turn, and the other three follow him, the trick is completed, and the error cannot be rectified. But if only the second or the second and third players have played to the false lead, their cards, on discovery of the mistake, may be taken back; and such cards cannot be called. The original offender (or his partner) is liable to the penalties for leading out of turn (*vide* Law 37).

40. If a player called on to lead a suit has none of it, he plays as he pleases, and the penalty is deemed to be paid (*vide* Law 75).

Playing out of Turn.

41. (*Vide* Laws respecting leading out of turn 37, 39.) If the third hand plays before the second, the fourth has a right to play before his partner.

42. If the fourth hand plays before the second and third, the second may be required to win or not to win the trick (*vide* Law 75). It follows that if the second player has none of the suit led, he may be required either to trump or not to trump the trick.

Exposed and Separated Cards.

43. An exposed card, — that is, a card shown face upward on or above the table, — is liable to be

called (*vide* Law 45). If it is retaken into the hand, the adversaries may require it to be placed face upward on the table, and they are not bound to name it.

44. Cards separated from the rest of the hand, but still held by the player, are not exposed; they are detached cards. A detached card, if named, is liable to be called (*vide* Law 45). Should the adversaries name a wrong card, the right one cannot afterward be called, and the mis-caller or his partner is liable to have a suit called (*vide* Laws 40 and 75) when next it is the turn of that side to lead. *Note.* — Cards dropped below the table are in strictness detached; but they should not be purposely looked at by the adversaries, and they cannot be called.

45. Cards liable to be called must be left face upward on the table, and not taken into the player's hand again. The player is bound to play them when they are called, provided he can do so without revoking. The call may be repeated at every trick till the card is played. A player cannot be prevented from playing a card liable to be called. If he can get rid of it in the course of play, no penalty remains.

46. If two or more cards are exposed in playing to a trick, the adversaries may choose which shall be played to the current trick; and they may afterward call the others.

47. If two or three players throw their cards on the table face upward, each player's exposed hand may be called (*vide* Laws 43, 45) by his adversaries. But should all four throw down their cards, the game is abandoned; and no claim that the game might have been won or saved can be entertained, unless a revoke is established (*vide* Law 51). Throwing down the cards is then construed as an act of play equivalent to playing again; the revokers are liable to Law 61, except that the penalty cannot be exacted by taking three of their tricks.

48. If a player legally called on to play the highest or lowest of a suit, or to win or not to win a trick, or called on to lead a suit, fails to comply, and it appears, after the trick is turned and quitted, or after he or his partner has played to the next trick, that he could have complied with the demand, he incurs the revoke penalty (*vide* Law 61).

Cards Played in Error or not Played to a Trick.

49. If a player plays two cards to a trick, or mixes the turn-up or one of his cards with a trick to which it does not belong, and the mistake is not discovered until he has played again, he is answerable for any consequent revokes he may have made. If the error is detected during the

play of the hand, the tricks may be examined face downward to ascertain whether they contain a card too many. If one is found to contain a surplus card, it may be searched and the card restored; the player is liable for any revoke he may have meanwhile made, should he not have followed suit in the suit to which the card belongs (*vide* Law 26, paragraph *h*, and Laws 35, 36, 50, and 73).

50. If a player omits to play to a trick, and such error is not discovered until he has played to the next, the adversaries may call a fresh deal. If they allow the deal to stand, the surplus card is considered at the end of the hand to be played to the imperfect trick, but it does not constitute a revoke therein.

The Revoke.

51. Should any player not follow suit when he holds some of the suit led, and not discover his error before the trick is turned and quitted, or before he or his partner has played to the next trick (notwithstanding that the previous trick remains unturned), he revokes.

52. Should a player not follow suit when he can, and discover his error before the revoke is established (*vide* Law 51), the adversaries may call on the offender to substitute his highest or lowest card (*vide* Law 75) of the suit led for the card played in error; or they may allow the player to

play as he pleases to the current trick, in which case they may call (*vide* Laws 43, 45) to any subsequent trick the card improperly played (*vide* also Law 53).

53. If a player discovers his mistake after any of the subsequent players have played to the trick, they are at liberty to withdraw their cards and to play differently; the cards thus withdrawn cannot be called.

54. When a player does not follow suit, his partner is permitted to ask him whether he has any of the suit led. The adversaries must not turn the trick until the question has been replied to.

55. At the end of a hand the claimants of a revoke may search all the tricks. If the accused parties mix the tricks before the adversaries have examined them, the revoke is *ipso facto* established.

56. A revoke cannot be claimed after the cards are cut for the next deal.

57. Any player may require a hand in which a revoke has been detected, to be played out.

58. If both sides revoke, the penalty (*vide* Law 61) is exacted from each side by the adversaries, and neither side can score game that hand.

59. If a player revokes more than once in a hand, any of the penalties (*vide* Law 61) may be taken for each revoke.

60. It is not fair to revoke on purpose. Having made one revoke, a player is not justified in making a second in order to conceal the first.

61. When a revoke is proved, the adversaries (*a*) may add three to their score; or (*b*) they may take down three from the score of the revoking party; or (*c*) three of their tricks and add them to their own; and, in whatever way the penalty is enforced, the side revoking cannot score game that hand. The penalty cannot be divided, — that is, a player cannot add one to his own score and deduct two from that of his adversaries, and so on.

62. The revoke penalty takes precedence of all other scores. Thus, if the player revokes when the adversaries are at two to love, the adversaries win a treble, notwithstanding that the player revoking makes thirteen tricks and holds four by honours. Bets on the odd trick, or on the amount of the score, are decided by the actual state of the score after the revoke penalty is exacted.

Placing the Cards.

63. Any player during the play of a trick, or after the four cards are played, but not after they are touched for the purpose of gathering them, may require the players to place their cards before them.

64. If a player, before his partner has played, places his card without being required to do so, or

names it, or says that the trick is his, the adversaries may require the offender's partner to play (*a*) his highest or (*b*) his lowest card of the suit led, or (if he has none of the suit) to win or not to win the trick (*vide* Law 75).

Looking at the Last Trick.

65. Each player may demand to see the last turned and quitted trick. At most eight cards can be seen; namely, four on the table not turned and quitted, and the previous trick.

Scoring.

66. A rubber is the best two out of three games. If the same players win the first two games, the third game is not played.

67. A game consists of five points, reckoned by tricks, by honours, and by revoke penalties (*vide* Laws 61, 62). Each trick above six, made in the play of one hand, counts one point. Honours (ace, king, queen, and knave of trumps) are scored thus: if a player and his partner (one or both) hold four honours, they score four points; any three honours, they score two points; any less number, they do not score honours.

68. Players who at the commencement of the deal are at the point of four, cannot score honours.

69. To score honours is not sufficient; they must be claimed audibly before the trump-card of the next deal is turned up. If so claimed, they may be scored at any time during the game. If honours are not claimed before the trump-card of the next deal is turned up, they cannot be scored.

70. The winners gain (*a*) a treble, or game of three points, when they score five before their adversaries have scored anything; (*b*) a double when their adversaries have scored only one or two; (*c*) a single, when their adversaries have scored three or four.

71. The winners of the rubber gain two points (the rubber points) in addition to the value of their games. Should the rubber consist of three games, the value of the losers' game is deducted from the gross number of points gained by their opponents.

72. An erroneous score (if proved) may be corrected at any time during the game in which it occurred, and at any time before the trump-card of the first deal of the next game is turned up. An erroneous score (if proved) affecting the amount of a game already scored (that is, of a single, double, or treble scored, one by mistake for the other) may be rectified at any time during the rubber.

Incorrect or Imperfect Packs.

73. If a pack, during or after a rubber, is found to be incorrect or imperfect, the hand in which the imperfection was detected is null and void; the dealer deals again. But the discovery does not alter any past score, game, or rubber (*vide* Law 26, paragraph *h*, and Laws 35, 36, 49, and 50).

74. Torn or marked cards may be replaced by agreement among the players. A player may call for new cards at his own expense. The dealer chooses which pack he will deal with.

Consultation by Partners.

75. When a player and his partner have the option of exacting one of two penalties, or of calling a suit, they may agree who is to make the election, but they must not consult which of the two penalties it is advisable to exact, or which suit they shall call. If they do so consult, they lose their right. As soon as one of the penalties or suits is demanded, that decision is final, and another penalty or suit cannot afterward be called for (*vide* Law 40). In exacting the revoke penalty partners have a right to consult.

Bystanders.

76. If a bystander makes any remark, which calls attention to and so affects the score, he is

liable to be called on by the players only to pay all their stakes and bets on the game or rubber.

77. A bystander, by agreement among the players, may be made referee on any question. No player should object to refer to a disinterested bystander, who professes himself able to decide any disputed question of fact.

Etiquette of Whist.

78. No intimation by word or gesture should be given by a player as to the state of his hand or of the game.

79. A player, having the lead and several winning cards, should not draw a second card out of his hand until his partner has played to the first.

80. A player, desiring the cards to be placed, or demanding to see the last trick, should do it for his own information only, and not to invite the attention of his partner.

81. By agreement among the players, one player may cut, shuffle, or deal for his partner.

82. Where a penalty has been incurred, the offender and his partner are bound to give reasonable time for the decision of the adversaries.

83. Until the players have made such bets as they wish, bets should not be made with bystanders.

84. Bystanders should not walk around the table to look at the different hands.

85. No bystander should look over the hand of a player against whom he is betting.

These laws were selected from the cursory rules that were formed by Deschapelles, and formed very much as were the earlier ones that appeared in the original Hoyle treatise. For the purposes of the game that was being played in France at the date of their issuance, many of these descriptive rules specifying very closely what was to be done, seemed a necessity. The Deschapelles list entire numbered nearly three hundred. As far as he could do so, Cavendish has in the arrangement that we print of the Baldwin laws made them readable.

It is sufficient to say here that Cavendish and others have asserted that the code stands in great need of revision, and that they would gladly make important changes. Many of the London players, however, are disposed to leave matters open for discussion, or make them subject to decision. The reasons are evident.

What is called the Etiquette is a set of rules that are as much laws as some of the rest wherein no penalty for disobedience is specified. They

are as insinuations made, or doubts cast, upon the integrity of players, and stand for warnings to that order of men who practise deception whenever a point can be gained by its use.

In regard to decision under these laws, it need only be said that cases of great similarity have been differently adjudged. Laws that are chosen, and not chosen well; copied, and not copied correctly; changed, and not changed for the better, — are not liable to intimidate the gamester adroit alike in their disobeyal and refutation.

We do not propose to discuss the morality of the London game. It is customary in England to play all sorts of games for money. It is the affair of the people entirely. The people like their game; it suits their purposes. Among its partisans are named some of the best players of the world. Their game is played in America at many social clubs, and here as there numbers some of the finest players in the country. It has its able representative in Cavendish, and no one may presume to improve upon his manner of instruction. His "Laws and Principles" is a compilation of the first order among text-books of merit.

We have printed these amended laws of Short Whist because they are obeyed by those

persons who in this country play the English game, and who have adopted the American leads, and because they are used by some players partially to govern the game of Five-Point Whist.

Interested parties at their leisure may make comparison between them and the Laws of Long Whist (p. 191) and draw their own inferences as to the merits of the games that they respectively govern.

FIVE-POINT WHIST.

THE reason that is alleged for the unpopularity of this method of play is that the players themselves are generally unwilling to respect its advantages and remedy its deficiencies. The game itself lacks alike the spur of pecuniary interest and the wand of conservative administration. Nevertheless, it is unquestionably true that a game which is finished at five points has great utility *per se* for precedence in large clubs. First, it is brief, — a major consideration when many persons care to play; second, it is far more easily learned and played than the longer game; third, even if silence on some points is required, there may always be an easy-going disposition manifested by its players to reduce what would otherwise be a calculating game to a sprightly amusement, to enjoy which the participant must hold high cards and understand some of the ordinary plans for capturing tricks.

The peculiar ill fortune of Five-Point Whist consists in the adoption of all the bad features of the Short-Whist code and the copying of all its

errors. The laws that regulate the action of Short Whist are based upon the recognition of honours and the necessity for protection of special privileges that hazard claims. But Five-Point Whist entertains neither honours nor hazard, and for a game whose vocation is divested of their influence, blindly to obey a series of regulations distinctly planned for their advantage is an absurdity.

For instance, Short Whist allows A. to ask his partner, who does not follow suit, if he has no card of the suit led. For what reason? Because the making a revoke is a costly affair. It will do for a man who has his money up, half way to insult his partner's intelligence. But what has a Five-Point Player to do with that? The rule was made in the interest of a game whose purpose is foreign to that which distinguishes his own. Notwithstanding the difference, when opportunity offers he calls out in the same way, and his explanatory statement for so doing is, "The Englishmen do it, and my partner might have made a revoke if I had not warned him to look over his hand." Certainly he might; and if he did, you should have shared the result of his mistake like a man, not hidden behind a gamester's device like a poltroon.

The London player must have the cards placed

a dozen times, it may be, during a rubber. Why? Because the proprietorship of that bet with Major Jones depends upon whether his partner threw the 6 or the 10, the queen or the knave. The Five-Point player who makes no bet, instead of pluming himself upon observing the cards that fall, is ready, because a rule in London allows a similar proceeding, to make *his* partner declare if he threw the 3 or the 7.

Instead of abolishing of his own accord the hateful practice of trick-turning, and being satisfied that thereby he had made advance in quality of play beyond the Londoner who dares not do it, the Five-Point player had rather follow in the Londoner's wake, and gratify an unpardonable curiosity, having for his excuse, "The London law allows it."

It certainly seems to be a humiliating position for a Five-Point player in America to assume, — a professional man for instance of influence and marked ability, or a business man of accredited reputation, — voluntarily to relinquish his independence of thought and action, and with meek obeisance assert that the habitués of a London club (albeit supposed by some persons to constitute what they happily style "the whole whist world") shall, by virtue of their conceded information,

regulate his intelligence in reference to the management of the game that he plays. And such confession seems especially inopportune, now that his own countryman has improved the game of the English clubs, to the acceptance and satisfaction of the best players of Europe.

There need be no good reason why Five-Point Whist should not be popular with such of our Eastern clubs as — because of large membership — desire a short game. But what is especially needed is that the players should make their own laws, taking such from the English code as please them, throwing out perhaps half of them, remodelling some of the rest, and adding half a dozen compulsory ones that should give character to their game. For whist without honours is not as poker, to be played *with* when played. Joke and jubilation, bluff and braggadocio, are the life of the one, — the death of the other.

If Five-Point Whist has any merit, it is shown in the kindly avowal that the parties who voluntarily play together are to have confidence in each other's perception; and the only way to make the mode desirable to all who practise it, is for each player to prove worthy of such trust.

It will naturally occur to any man who will not study Long Whist, but who wishes to be welcome

at a Five-Point table, that if it does not occasion a sacrifice of too much attention, he had best accustom himself to the ordinary demands that the game and its practical management may make. We all know that in reference to the conduct of a chosen recreation or an adopted business, if there is lack of system and of adherence to positive laws we can neither enjoy the one nor make progress in the other. It has been the misfortune of Five-Point Whist not to have known the application of sound methods to its practice, and for that reason its players have been less particular in observance of the etiquette that makes a feature of the genuine game. A few simple rules that are disregarded because of non-enforcement may properly have place here. Players who are learning Five-Point Whist, having conformed to these, may progress in other respects as fast and as far as they please.

When dealing the cards hold them level in the hand, and throw them pointing downward.

Sort your own hand quickly, and always count your cards.

Watch the table, not your hand, that you need not ask about the play.

If you are not the dealer, never touch the cards that are being dealt until the trump is turned.

Make no comment, and give no sign concerning your hand or your purpose.

If you hold high cards it is no merit of yours; do not make it appear as if it were. If you hold low cards, resolve to help your partner by playing them without loss. As the cards are not to be selected, the credit lies in properly managing whatever you may hold.

If you will play silently you will probably play observantly.

Gather the cards that belong to you, if your partner takes the first trick on your side.

If it is your turn to play, play before you turn the trick last taken.

Never draw a card even partially away from the rest until it is your turn to play.

Never lay your cards on the table to play from them there; you annoy the whole party.

Never turn over a trick that has been taken and quitted.

Remember that you are but one of four. Every selfish act that you do interferes with the sense of propriety of at least two of the other three.

Study the Order of Leads and the play of the other hands (pp. 24–85). This at any rate, if you intend ever to be a whist player.

There is a number of very proper laws to suggest for the consideration of a committee authorized to compile the rules for Five-Point Whist, and one of them, with the reasons for its adoption, follows: —

"Where a table originally formed of four players is after a rubber entered by one more player, or by two more players, an original player or two original players cutting out, the one player or the two players so coming in have no right of continuance, but at the close of the rubber must cut with those who played in it for entrée to the next table."

In Five-Point Whist, when four players form a table, the two who draw or cut the lowest cards play against those who draw the two highest. When a fifth or a fifth and sixth player would be admitted, the original four draw or cut, and the one or the two highest go out. When the table now formed has played a rubber, the four who compose it should draw or cut for entrée to the next. A false custom in this respect prevails in some clubs, — the one player or the two players who had cut out coming back, which is correct; and the one player or the two players who had cut in *remaining*, which is incorrect. This manifest injustice pays a premium to the new-comer or comers for

being late, not only allowing him or them to break up the original game, but giving him or them position by forcing out the player or players who by virtue of being in the room first, by common law has or have the privilege of the table.

We will illustrate this falsity in the case of a single player. A., B., C., and D. have made a table; a fifth player (E.) comes into the room during their play, and in the idiom, "declares." At the end of the rubber the four originals draw. A. turns a king, B. a 10, C. an 8, and D. a 4. A. goes out, and E. comes in. The rubber over, A. comes back, and B. who drew the next highest card goes out; afterward C. who drew next highest, and then D. Meantime E. is rewarded for coming late by having his seat for every rubber, playing one more than any man in the room since he came. Of course with what they did before he came, or were doing at the time of his coming, he has no more to do than with what they did in a game of a week ago. It will readily be seen that upon E.'s coming there are five players instead of four, and that the four take in the fifth, beginning all over as it were. A., B., C., and D. draw. A. draws the highest card, and goes out. It matters not what B., C., and D. draw; neither of them can determine their position in a rubber that is to be played in the future.

A. makes a sacrifice of his place to E., who claims it. E. cannot claim B.'s place, and C.'s and D.'s also. E. certainly has not the right to turn everybody out and to play all the time; he has the conceded right to play once, and only once. Then A. comes back. E. who has had his privilege accorded him has no further privilege. Since he has been in the room he has played as much as any one. He can now be no more than equal with B., C., and D., and must draw with them, if he persists in playing, to be in or out of the next rubber as the cards determine.

The principle is the same if two players come in during the progress of a rubber by a table of four. Two of the four cut out and the two newcomers are in. At the close of the rubber, they do not stay in unless they cut lower cards than are cut by those with whom they have just played.

The indisposition of Five-Point players to make of their game all that it is worth, — that is, the willingness to be satisfied with favorable accident rather than with determined play; the occasional forgetfulness as to what has fallen not being counted a great error; the looking back at cards played instead of resolutely refusing to do so; and the general indifference to playing finesse rather

than routine, as well as the dependence upon information that can be had for the asking rather than that which is gained by observation, — help to place the quality of the game at lower value than belongs to either of the other methods.

Hartford says: "We play seven points. This is the game of some very good players who are a private club of few members, and of the 'Home Circle.' If I understand the manner of the Five-Point game, it is noisier than Short Whist."

Providence says: "We have good players of the long game. There is too much license in Five-Point Whist. It is unworthy the name."

In the cities generally, report says: "Short Whist is played at social clubs, and Long Whist at select and private clubs and at the residences of citizens."

Five-Point Whist is proper to be adopted by clubs of many players, because it gives the chance of participation in a brief game that is readily scored; but it needs and deserves a series of regulations that shall mark its distinctiveness from Short Whist, and do away with all unnecessary talk. No one player should take occasion at a whist table to free his mind upon other subjects, nor do or say what can disconcert any one of the

other three. If the game is worth playing, it is worth playing well. It can never be well played until it is played silently, for it requires close attention to many matters of detail. All the calls or catches that are practised in a money-game should be ignored, and all demonstration not made by the cards as they silently fall, should be prohibited by law.

LAWS OF LONG WHIST.

1. Four persons out of any number, by agreement or by cutting or drawing lower cards than the rest, form a table. These four may agree upon partnership, or may cut to decide how they shall play. In cutting, the ace is low.

2. The first dealer is he who of the four players has cut or drawn the lowest card. The player on his left shuffles the pack chosen by the dealer, and the player on his right cuts, not leaving less than four cards in each packet. The cut, when both packets are on the table, is the packet nearest the centre of the table. The trump-card, which is the under card of the cut, must not be known until it is turned by the dealer. If by accident it should be seen, or if any other card is exposed when cutting, the pack must be cut again. While the deal is being made, the dealer's partner shuffles the other pack for his own right-hand opponent, who is next to deal.

3. Either pack may be shuffled by any one of three players while the other pack is being dealt; but as a rule the cards having been shuffled at the beginning by any of the players, will not again be shuffled except as by Law 2.

4. The deal is lost if thirteen cards are not in regular succession, beginning at the dealer's left, received by each player, if the last card is not turned up at the dealer's right hand, or if a card is exposed while dealing.

5. No player will touch the cards that are being dealt until the trump-card is turned.

6. The trump-card shall remain upon the table until three players shall have played, but not after the second round.

7. Each player on taking up his cards will count them. If he has not exactly thirteen, that is the time to report the misdeal, before a card is played.

8. No conversation can take place during the play. *Whist is the game of silence.* Talking will cease when the first leader throws his card. Silence will continue until the last card of the hand is played.

9. The cards are played for all the points that can be made, and the number of points made by each player may be kept upon the score-card. A game consists of seven points, or as many more as may be made in the hand in which seven is reckoned or reached. Each trick beyond six made in the play of each hand counts one point. A rubber is two games won out of three played, or two games successively won. A rubber game is the decisive game of three.

10. A card that belongs in the hand must not be drawn from it until it is time for the holder to throw it as a lead or on a trick.

11. If a player throws two or more cards at once, or exposes a card unless to play it, or fails to play upon a trick, or plays out of turn, he suffers the penalty of Law 15.

12. Every hand must be played out, unless, the game being decided to the satisfaction of the losers, one or both of them throw down their cards. If the cards are so thrown down the game is at once counted against them, and a point taken by the winners for each card in any one hand.

13. A player whose next turn it is to play may point to any card upon the table, and the player of such card will draw it toward him to designate that he played it in his turn.

14. When a trick is taken and turned it cannot again be seen until the hand is played.

15. The penalty for the infringement of any Law is the deduction of one point from the score of the offender, or the addition of one point to the score of the claimant, as the adversaries upon consultation at the close of the hand shall elect.

The Revoke.

16. A revoke is the play on the trick of a card of a different suit while holding a card of the suit that is led. If a player having thrown a card that would cause a revoke, can substitute the proper card for that thrown before the

trick is turned, he may do so, and suffer the penalty of Law 14 for having at first thrown a wrong card. If in the mean time other cards have been played, any or all of them can be recalled.

17. A revoke is established if the trick in which it occurs be turned and quitted, or if either the revoking player or his partner, whether in his turn or otherwise, leads or plays to a following trick.

18. If a player revoke, his partner must with him share the fault and penalty, — which is three tricks taken from them, or three points taken from their score, or three added to their adversaries' score, at such adversaries' will, the revoke to be decided by the examination of the cards, if need be, at the close of the hand. Each party has a right to make such examination for any purpose.

These laws are for the regulation of a game that is considered by those who play it to take precedence of any intellectual recreation in the world. In it the cards are made to represent ideas, occasioning its results to be victories of calculation. Chance, however, has its frequent opportunities for baffling the skill of expert adversaries; but the holder of master cards must see to it that he uses them all to the best advan-

tage, for the gain to which accidental possession promises insurance is liable to the subtraction that ingenuity may compel.

There is a story told in detail by one of the best players in America, that enlivened one of the great clubs of New York, and that is said to have induced several prominent men of that city to study whist. We give a portion of it in the narrator's words: "I visited the rooms of the officials at the Grand Station, and was introduced to —— ——, a railway magnate. My business over, and copies of my papers made by one of the swiftest of stenographers, I took my hat from its place with others that were in a line, and said as I was making sure that I had the right one, 'Yes, this is mine; it was at the head of the sequence.' — 'Do you play whist?' 'Sometimes.' — 'Do you play well?' 'I am trying hard to do so.' An appointment was made. . . . My partner was the gentleman of whom I have spoken. We played against two fine players, one of whom (we will call him C.) had never before met either my partner or myself in the game. We were successful, having made in the course of the play some very good, even notable, strokes, that between the deals were freely discussed. At lunch C. said to me: 'You beat

us. You hurled railroads at us. I am not in the habit of playing with men who handle cards as they do great properties, and yet those are the very men who can understand the game of whist.'"

"I never consider," says a correspondent, "that a hand at whist that is correctly played is other than a success."

It is always the *manner* by which tricks are taken, always the *manner* by which tricks are saved, that makes good whist.

1. A. holds ace, k., kn., and a small club, and four trumps headed by queen. He plays k., then ace, then the small one; and as C. passes and B. holds qu. it makes, and after trumps are out A. makes his kn.

Again: A. holds ace, k., kn., and a small club, and four trumps headed by queen. He plays k., then his fourth trump. After trumps are out, B. returns qu. of clubs, which makes; then a small one, and A. makes ace and kn. A. made his cards in the first instance; but note the prettier play, the *manner* of making them.

2. B. held k., 10, and three small hearts, and four trumps. A led a small heart; C. threw the 8, B. played k., and D. the ace. Afterward, trumps exhausted, B. led a heart; A. made the

queen, C. throwing the 9. D. had none; C. made the knave.

Again: B. held k., 10, and three small hearts. A. led a small heart; C. threw the 8, B. the 10 and drew the ace. Afterward, trumps exhausted, B. led a heart; A. made the qu., C. throwing the 9. C. could not have king, and A. led the 7 of hearts to get out of B.'s way to his king; C. played kn., and B. made k. and small hearts.

Notice the *manner* by which the trick was saved. The handling of thirteen cards during a dozen consecutive hands by the fine player as by the ordinary one may be very much the same, because the chance for brilliant play is but occasional. But *there comes a hand*, and in it a chance. The ordinary player stumbles through it, and makes the major cards. Give it to the fine player, with a partner of his own strength, and he will plan a play of it that will as far outrank the thought of the other man as Jay Gould's manipulations of a railway scheme overshadow the actions of a dabbler in its stocks.

After the holder of the high cards has exhausted his battery, the holder of low ones may by inference and calculation know how to do something that will get *one trick* which could not have been made save by such careful management.

There is more value in this action than in a hundred pound-downs of aces and kings.

Again, the moderate player in the early part of a hand succeeds, by trumping or forcing or playing leading cards, in making a certain headway. This very gain, whatever it is, might perhaps have been much more ingeniously obtained without the trump, the force, or the showy play. There is *but one trick played for in a hand*, the rest will make of their own accord. If you play over the cards that are played in the general way, you can see wherein might have been, if not a gain, at least a better mode of play; and the better mode of play is the very thing to learn and to practise.

It is very easy to understand that great attention must be given to be able to accomplish designs that must be completed through calculation. Then does it not follow that all interruptions hinder and annoy those who are carrying a purpose in their brain? Of course the talk of penalties and claims for cards in error are confusing, and though they effect or settle an instant purpose they interfere with what is being considered about what is to come. That is why it is that whist is a great game; and it does not matter how it appears to the player who does some seemingly smart thing

in an ordinary way in the early part of a hand, and who is badly playing the cards that he is so sure he understands. He sees what he thinks is a surety, and accepts it; he does *not* see what the issue is to be.

If we could have the attention of these players who are so anxious to play, and who are so well satisfied that they know it all, for only time enough to explain the reason for the action, in only one game furnished by Mr. Trist, of a player who simply threw the 4 of diamonds at the right time for a certain purpose, — a play that no common whist-player would ever make, or could possibly guess that it should be made, — they might be willing to understand of how poor quality is their management of cards in comparison with such as that.

The Laws of Short Whist are applicable to the game of chance, the laws of Long Whist to the game of skill. The English players find interest in nothing that has not a money-backing. "I cannot see the sense of playing for insignificant stakes," says Professor Proctor. "Good players like to play for stakes high enough to define well the interest taken in the game," says Dr. Pole. In order to regulate such an amusement, Cavendish tells us that "the laws are intended to effect two

objects: (1) To preserve the harmony and determine the ordering of the table; and (2) To prevent any player from obtaining an unfair advantage." And Drayson says, "The laws of whist, like all other laws, are for the purpose of maintaining order." The theory of Proctor and the philosophy of Pole are therefore properly protected by legal enactment.

But Cavendish, who is fair in his statement that Long Whist is preferable to Short, and who says, "A perfect game ought to excite such an amount of interest that it may be played for its own sake without needing the stimulus of gambling," asks this question, "If the game is sufficiently interesting to keep the players pleasantly occupied, and to afford material for innocent and healthy enjoyment, why play for a stake at all?" and adds, "None of the quoted writers have answered this question."

When we consider that all his "quoted writers" agree in their preference for the short game over the long one "because money changes hands with such increased rapidity," we very naturally conclude that some time will probably elapse before they *will* answer the question. But we on this side of the water can make reply that there is *no* reason why intelligent men should play for money,

and that the laws of Long Whist govern a game which possesses in itself interest sufficient to engage their earnest attention and reward their most intellectual endeavor.

The laws of Long Whist are few, for much is assumed to be done upon principle that needs no direction. The cards having been dealt, it is customary for the first player to wait until all are ready and then make his lead, after which no word passes between the players until the last card of the hand has been thrown. If in the course of play a card is thrown out of turn, the offender may be warned by a sign from partner or opponent; he takes up the card, and the proper person plays. At the close of the hand the opponents take a point as penalty for the accident. In case of revoke, the party offending suffers as in original whist, — three points, or three tricks. No interruption is caused by a spoken appeal or reminder: such offence is punishable by the loss of a point. The consequence is, as may readily be imagined, that the charges for revokes and playing out of turn are very few. Every player attending legitimately to his business needs no coaching, and receives no censure. The report of a Cincinnatian reads: "With our parties there has not been a re-

voke this year, and but one fine of a point for speaking."

To those who have never played whist that means *silence*, the luxury of the game is unknown. The fear of advantage being taken by accidental or intentional play in Short Whist makes the close watch upon the doings of adversaries a necessity. A. cries out to C., "I saw that card, I call it, — the king of diamonds," and C. must play it; and three members of the table are interested, not in minding each his own affairs and playing his own hand, but in the fact that C. is to do upon compulsion what he does not desire to do. The same fear induces A. to call to his partner, whose observation he does not care to trust, "Have you no club?" in order to save a revoke.

Long Whist simply repudiates such children's play. If C. accidentally exposes a card he loses a point, and A. may play for or against the card so seen, as suits his convenience. If B. trumps a trick of which he has suit, he and his partner pay the price of his negligence.

The table of Short Whist is matter of chance. The players — four, or five, or six — draw or cut for places, and the cards decide who shall play and with whom.

The table of Long Whist is matter of agreement. The players decide how they will play. The table at Short Whist is seldom arranged as the players themselves would have it. The table at Long Whist is seldom arranged otherwise than as the players desire. It is not customary at a Short Whist or Five-point Whist Club to make up a table by appointment; and so four players who care to play together very rarely have the opportunity of doing so. It is customary at a Long Whist Club for two players to challenge other two, or for four players to form their evening game. There is no cutting in at this table, and no admission to it save by agreement. If there were no denial to the party who does not know the game, when would four persons who *do* know it be sure of an opportunity for playing it? Courtesy?. Yes, at certain times and places, when proper to be extended. But the one fact exists and rules, to make the difference in the practical play of the two games. In the one the discourteous man has the chance to press in, whether prepared by knowledge of the game or not; and by the rules it is discourtesy on the part of four men to deny the one man the privilege of inconveniencing them all. In the other, there is no understood reason why

four men should be considered as the possessors of no rights because one man supposes that his will should be paramount. It is a very simple matter for men who desire to play whist with good players to accomplish their wish. Let them study and observe and learn. It is with whist as with mathematics. The man who never heard of Euclid may not hope to sit down with professors.

It is true that all whist-players are learners; that the better they play, the more they see how much there is before them. Nevertheless, the good players are the students of the principle and system of which that future development is the superstructure. If persons do not know how the foundations are laid, their judgment as to what can be built thereon will be worth very little.

Two gentlemen about a year ago declared their intention of learning whist, and joined a club for that purpose. One of them played at every chance with players of all degrees, and saw what they did, heard what they said, and tried to practise what seemed to him to be best, as the different plays and different remarks concerning them gave opportunity. The other watched one hand at a time, asked questions, took printed games and played them through, and read the reasons for what seemed to him peculiar. When the first man afterward

began to study, he had to unlearn the greater part of what he had thought was right; when the second man began to play, he taught the mysteries of finesse to some of those who had played longest.

Unsafe advisers are they who assume to know what is best to be done, founded merely upon the practice they have had. Such persons are ever ready to tell of what they have "tried, and it worked well," and what they believe to be the "best play," no matter "what the books say." Be sure of one thing, — whenever a player boasts that his knowledge was gained from practice and none of it from books, the real player has no difficulty in crediting the statement. It will constantly be seen that a good player not only plays the hand that is hopeless as well as it can be played, but also the hand that is mediocre, that is very good or very strong; while the moderate player merely throws away the first two, and almost always loses a trick in each of the second two.

If four gentlemen who call themselves whist-players, but who never yet individually or collectively did or could sit in silence while exciting and interesting business with cards was being transacted by themselves or others, would resolve,

and keep the resolution, let come what would, for the space of five minutes, or during the play of a single hand of cards held by them, to *observe everything* but *never speak of anything* until the last card of all that hand had fallen, *this, their first lesson in whist,* would be replete with satisfaction.

THE LEAD OF THE 9.

To illustrate the value of the proper lead as distinguished from the former manner of playing whist, we print four hands of Cavendish publication, numbered respectively I., XIV., and XXVII., in "Laws and Principles," and IV. in "Whist Developments," as they appear in those text-books, following in each instance the plan of Short-Whist recommendation by the correct management of the same cards according to Long Whist, showing not only the gain made in points, but the superiority in quality of play.

HAND I.

(*From "Laws and Principles."*)

THIS first hand is a pattern one in every edition of Cavendish. We give it entire, with the remarks of the author, and afterward with the same cards introduce the modern lead for better results.

The score is 0. The honours (Short Whist) are divided. The 2 of spades is turned. The hands are as follows:—

SPADES.	HEARTS.	CLUBS.	DIAMONDS.
A. qu., 10, 5, 3	ace	ace, 7, 6, 3	k., kn., 9, 2
C. ace, 6, 4	kn., 10, 9, 8, 2	qu., 9	10, 6, 4
B. k., 7	k. qu., 7, 5, 4	kn., 4	qu., 8, 7, 5
D. kn., 9, 8, 2	6, 3	k., 10, 8, 5, 2	ace, 3

THE PLAY.

Short Whist.

(The *italicised* card wins the trick.)

	A.	C.	B.	D.
1.	2 d.	4 d.	qu. d.	*ace d.*
2.	3 c.	*qu. c.*	4 c.	5 c.
3.	*ace h.*	kn. h.	qu. h.	3 h.

4.	3 s.	4 s.	*k. s.*	2 s.
5.	10 s.	*ace s.*	7 s.	8 s.
6.	6 c.	8 h.	*k. h.*	6 h.
7.	*kn. d.*	6 d.	5 d.	3 d.
8.	*qu. s.*	6 s.	7 d.	9 s.
9.	k. d.	10 d.	8 d.	*kn. s.*
10.	7 c.	9 c.	*kn. c.*	2 c.

A.B. make three by cards.

Remarks. — 1. A. leads from his strongest suit. Having no sequence he leads the lowest card of the suit. The fall of the queen and ace in the round leaves him with the winning diamonds and a small one. His suit may be said to be established.

2. A. plays lowest card second hand. B. allowing qu. to win, may be presumed not to have k.

3. It is unlucky that A. is obliged to win his partner's trick. The k. of hearts is marked in B.'s hand, as C. leading kn. cannot have it, and D. not winning qu. cannot have it.

4. This is an instructive trump-lead. A. at the first starting with but four trumps and only one heart, would not have been justified in leading a trump. But his strong suit being established, and his partner having the best heart, his game is now to lead trumps.

9. A. forces the best trump, and remains with the thirteenth to bring in his long diamond.

10. Well played by A. By passing the trick he gives his partner a chance to make kn., retaining ace to capture king.

The LONG-WHIST ORDER for the same hand follows: —

	A.	C.	B.	D.
1.	9 d.	4 d.	qu. d.	*ace d.*
2.	3 c.	*qu. c.*	4 c.	5 c.
3.	*ace h.*	kn. h.	4 h.	3 h.
4.	*kn. d.*	6 d.	5 d.	3 d.
5.	*ace c.*	9 c.	kn. c.	2 c.
6.	7 c.	10 d.	*7 s.*	8 c.
7.	2 d.	2 h.	*qu. h.*	6 h.
8.	*qu. s.*	8 h.	k. h.	kn. s.
9.	6 c.	*ace s.*	7 d.	10 c.
10.	*5 s.*	10 h.	5 h.	k. c.
11.	3 s.		*k. s.*	

A.B. make four by cards.

Remarks. — 1. The 9 of diamonds is the proper lead of the hand. The original lead of the 2 gives no information. B. by the 9 is at once apprised of his partner's strength, and has four reasons for his play of the qu. third hand, — to get out of the

way; to prevent the 10 from making; to draw the ace; and to clear the suit. The lead of the 2 was blind; that of the 9 makes all clear.

3. The bad practice of the old Short-Whist creed was to play qu. second hand on kn. led. Such play here loses a trick. For information about this play see p. 55.

4. A. plays one round of diamonds to ascertain the situation of the suit.

5. A. knows that B. has not k. of clubs. D. has led from four or five, and A. taking this trick can force B., perhaps advantageously on the next round. A. does not lead a trump, for if C. led kn. of hearts lowest of sequence, A. needs his trumps for that suit.

6. C. had better part with the diamond than to trump the trick.

7. B. plays qu. of hearts to show A. that he has k. A. throws the small diamond, for he wants the club to play another force.

8. B. continues the heart. D. trumps as high as he can. If he can get this trick, and by his partner's aid force two rounds of trumps, he may make his clubs.

9. C. plays his sure trump that he may lead the best heart, forcing A., and so securing the lead from A. to his partner D., and then

10. Leads 10 of hearts.
11. The tenace in trumps is with A.

The play of the 9 at the outset determines the position of k. and kn., and gives to B. every chance to play properly for the benefit of his partner. Any player will readily see the advantage in *manner* of play over the old method.

HAND XIV.

(*From "Laws and Principles."*)

THE second illustration is one in which Cavendish excuses an inexcusable finesse.

The score is 4 to 4; only the odd card is needed. The 10 of clubs is turned, and the hands follow.

SPADES.	HEARTS.	CLUBS.	DIAMONDS.
A. 7, 6, 2	k., kn., 9, 7, 6, 4	kn.	10, 7, 6
C. k., qu., kn., 4	qu., 5	ace, 4, 2	k., kn., 8, 5
B. ace, 9	ace, 10	9, 8, 7, 6, 5, 3	qu., 9, 3
D. 10, 8, 5, 3	8, 3, 2	k., qu., 10	ace, 4, 2

THE PLAY.

Short Whist.

A.	C.	B.	D.
6 h.	5 h.	*ace h.*	2 h.
kn. c.	2 c.	5 c.	*qu. c.*
2 s.	kn. s.	*ace s.*	3 s.
6 s.	4 c.	6 c.	*10 c.*
7 s.	*qu. s.*	9 s.	5 s.
6 d.	k. s.	*9 c.*	8 s.
4 h.	*ace c.*	3 c.	k. c.
7 h.	4 s.	*7 c.*	10 s.
kn. h.	*qu. h.*	10 h.	3 h.

C.D. make two tricks in diamonds, and win the odd trick and game.

Remarks. — 6. C.'s lead is not well judged. He knows his partner to hold k. of clubs single, and his object should be to prevent the two trumps from being drawn together. C.'s best lead appears to be qu. of hearts, and if it wins, a diamond.

9. A.'s finesse is unlucky. He has no indication as to the position of the queen. The finesse must not be judged by the result. It is generally right against one card, if the success of the finesse wins the game.

The above is a hand, and the play of it and remarks upon it, by Cavendish.

The proper original lead insures a very different result.

The LONG-WHIST ORDER follows:—

THE PLAY.

	A.	C.	B.	D.
1.	9 h.	5 h.	*ace h.*	2 h.
2.	kn. c.	2 c.	6 c.	*qu. c.*
3.	2 s.	kn. s.	*ace s.*	3 s.
4.	6 s.	4 c.	5 c.	*10 c.*

5.	7 s.	*qu. s.*	9 s.	5 s.
6.	6 d.	k. s.	*3 c.*	8 s.
7.	7 d.	*ace c.*	7 c.	k. c.
8.	10 d.	4 s.	*8 c.*	10 s.
9.	*k. h.*	qu. h.	10 h.	3 h.

10 to 13. Won by the hearts and last trump. A.B. make three by card.

Remarks. — C. knows that k. and kn. are with A. He had best let the 9 be taken with ace, and hope that A. may finesse on a return lead. B. is instantly acquainted with the hand of A., and having taken with ace, plays at once for the benefit of A. the

2. Fourth best trump.

6. C.'s best play is a diamond. If he has the 9 instead of the 8, he informs his partner of his holding; but the lead of the 8 would deceive him. C. may fear that B. is holding up the best diamond purposely to get in, play trumps, and make A.'s hearts. C. might play qu. of hearts for A. to take, and if A. returned a heart he could separate the high trumps. But C.'s play in the original hand was the k. of spades to force another trump, and we let him play his own game.

9. Finesse here is not simply unlucky; it is silly. A. has no way of getting in again, and

must take this trick at any rate, leaving his partner with the last trump, and the chance for making a diamond if the qu. of hearts is in D.'s hand. It happens to be in C.'s hand, and the correct lead of the 9 and the proper play of A.B. makes four points difference between the Short and Long Whist score.

HAND XXVII.

(*From "Laws and Principles."*)

THIS illustration is one wherein by Short-Whist logic A.B. are out without playing, as they have three honours; but they are made to lose the odd card and the game.

The score is A.B. 3., C.D. 4, the 5 of clubs turned. The hands are as follows:—

	SPADES.	HEARTS.	CLUBS.	DIAMONDS.
A.	k.	k., 4	k.,10,9,8,7,6,2	k., kn., 9.
C.	kn., 8, 5	ace, 5, 2	qu., 4, 3	ace, qu.,10,2
B.	qu., 9	kn.,10,9,8,7	ace, kn.	7, 6, 4, 3
D.	ace,10,7,6,4,3,2	qu., 6, 3	5	8, 5

THE PLAY.

	A.	C.	B.	D.
1.	6 c.	3 c.	*cce c.*	5 c.
2.	*k. c.*	4 c.	kn. c.	2 s.
3.	2 c.	*qu. c.*	3 d.	3 s.
4.	k. s.	kn. s.	qu. s.	*ace s.*
5.	9 d.	*10 d.*	4 d.	8 d.
6.	*7 c.*	8 s.	9 s.	10s.
7.	k. h.	ace h.	7 h.	3 h.

8.	8 c.	5 s.	6 d.	6 s.
9.	4 h.	2 h.	8 h.	qu. h.
10.	9 c.	5 h.	kn. h.	7 s.

11 to 13. A. with the lead remains with the last trump and k. kn. of diamonds. Whatever he plays, C.D. win the odd trick and game.

Remarks. — 3. By the first discard D. shows his strong suit to be spades. In an ordinary hand he might afterward throw a diamond. But here C. must be strong in diamonds to save the game, and it is important for D. to keep the power of leading that suit more than once.

A. plays well throughout, but he cannot prevent the result. His lead of the trump at trick 3 to show his strength, and to tell his partner to make one trick certain if he has the chance, is unlucky, as it puts the adversaries on the only tack for saving the game.

The above is the Short-Whist order of play and comments upon it. It is all wrong according to Long-Whist play. The Short-Whist player with seven trumps would in London perhaps be termed insane if he did not lead one. The Long-Whist player considers his hand, and in this one sees not

a sure trick save four in trumps. This hand must indeed take the management of the play, but it must be led up to. To gain the odd trick even, it must at once throw the lead.

THE PLAY.

Long Whist.

	A.	C.	B.	D.
1.	9 d.	*10 d.*	3 d.	5 d.
2.	*k. s.*	kn. s.	9 s.	2 s.
3.	kn. d.	*qu. d.*	4 d.	8 d.
4.	k. d.	*ace d.*	6 d.	3 s.
5.	*7 c.*	8 s.	qu. s.	ace s.
6.	k. h.	*ace h.*	7 h.	3 h.
7.	4 h.	5 s.	*kn. c.*	4 s.
8.	*6 c.*	5 h.	kn. h.	qu. h.
9.	10 c.	3 c.	*ace c.*	5 c.

10 to 13. The qu. of clubs takes, but A.B. make two by card.

Remarks. — 1. If C. had not understood Long Whist he might have thrown, according to the old English notion, the qu. of diamonds upon the 9 led. Had he done so, A.B. would have made another trick.

2. It is proper for D. to pass the kn. led. C. may have both k. and qu. If they are on D.'s

right the ace had best be held over them, and if either of them with another is on his left it must make.

6. The continuation of his plan of throwing the lead is better than a trump play.

The argument of a Short-Whist player in a case like the above is: "Get out the trumps; their primary use is to draw the adversaries', for the purpose of bringing in your own or your partner's long suit." The Long-Whist player is fond of a trump reserve; he likes to know for what purpose he is to expend his strength. In the foregoing illustrated hand, as it was played by the Short-Whist player, Cavendish says: "A. played well throughout, but he could not help the result." The Long-Whist player says of the Short-Whist game: "A. played very badly, and threw the game away;" and proves his statement by forcing with the same cards the different result.

THE INFORMATORY 9.

It certainly does not always follow that the lead of the 9 is more liable to win than the lead of another card of another suit. That is not the point. There is not a lead that can be made but may prove an unfortunate one. The argument is simply this: The 9, if used as it should be, is the best representative card, because its language cannot be mistaken. There is no other card that has not as a leader more than one meaning; it is for the interest of the good player to understand this. There are players who will neither recognize the value of the 9 nor the intricacy of finesse. We will not call the attention of such to the play that follows.

In "Whist Developments" there is given a hand the result of which can be changed by no manner of play on the part of A.B., if C.D. manage their hands properly. But there is a chance to show of what great value the expressive 9 *could be* if the power of the suit were not so fixed in the opponents' hand; and notwithstanding it is so fixed, the proper play of the 9 gains for its holder the same position that is assumed by the play in the illustrated hand.

HAND IV.

(*From "Whist Developments."*)

THE score is 0. The 6 of hearts is turned. The hands are as follows:—

SPADES.	HEARTS.	CLUBS.	DIAMONDS.
A. k., 10, 7, 6	kn., 10, 4	10, 6, 5, 4	3, 2
B. qu., 8	5, 3, 2	k., kn., 9, 2	ace, qu., kn., 5
C. kn., 9, 5, 3, 2	8, 7	ace, qu., 8, 3	k., 8
D. ace, 4	ace, k., qu., 9, 6	7	10, 9, 7, 6, 4

We give first the English Play.

	A.	C.	B.	D.
1.	6 s.	2 s.	qu. s.	*ace s.*
2.	4 h.	7 h.	2 h.	*qu. h.*
3.	10 h.	8 h.	3 h.	*k. h.*
4.	kn. h.	3 s.	5 h.	*ace h.*
5.	2 d.	k. d.	*ace d.*	6 d.
6.	*k. s.*	5 s.	8 s.	4 s.
7.	4 c.	*ace c.*	2 c.	7 c.
8.	7 s.	*kn. s.*	5 d.	4 d.

9 to 13. C. (trick 9) leads 8 of diamonds, B. takes it; and whatever B. leads, C.D. win the game. (That is, 3 by cards and 2 by honours.)

Remarks. — 3. D. shows more than four trumps. 7. C. can count two more trumps in D.'s hand, also three diamonds, all higher than the 6. Therefore if C. puts on ace of clubs, the game is a certainty, as D. must make two trumps and a diamond. If C. were uncertain as to the number of trumps remaining in D.'s hand, he would pass the club, and B.'s k. of clubs and qu. kn. of diamonds would save the game.

The order in LONG WHIST would be as follows:

THE PLAY.

Long Whist.

	A.	C.	B.	D.
1.	6 s.	2 s.	qu. s.	*ace s.*
2.	4 h.	7 h.	2 h.	*qu. h.*
3.	10 h.	8 h.	3 h.	*k. h.*
4.	kn. h.	3 s.	5 h.	*ace h.*
5.	2 d.	*k. d.*	5 d.	6 d.
6.	3 d.	8 d.	*kn. d.*	4 d.
7.	4 c.	*qu. c.*	9 c.	7 c.
8.	5 c.	*ace c.*	2 c.	4 s.
9.	6 c.	8 c.	kn. c.	*6 h.*
10.	10 c.	5 s.	*qu. d.*	10 d.
11.	7 s.	3 c.	k. c.	*9 h.*
12.	10 s.	9 s.	*ace d.*	9 d.
13.	*k. s.*	kn. s.	8 s.	7 d.

C.D. make three by cards.

Remarks. — 5. B. declines to take the k. There are probably three diamonds in D.'s hand better than the 6, and B. has but one way to save the game. He must retain the power to take the diamond suit, force the trumps, and find one of the high clubs in his partner's hand, as well as the spade, good for one trick.

6. Of course C. would come back with the diamond; but B. is ready for that.

7. The lead of the 9. The best play to be made; but as it finds the tenace in C.'s hand, it cannot save the making by the opponents of three sure tricks.

This last hand is very far in advance of the three others in quality of play. There are few players that play such Whist as this; and they who do, know how to appreciate the great importance of the 9 original lead, either at the beginning or at a critical point of the game.

AMERICAN LEADS.

(*From "Whist Developments."*)

FOR the convenience of players who care to read in *detail* special directions concerning original leads by the new system, we print instructions for the three distinctive combinations.

LOW CARD LED.

With an average strong suit containing four cards, when the suit is opened with a low card, the lowest is the card selected. The third hand is expected to play his highest card; therefore to lead a high card would be an unnecessary sacrifice of strength.

Take as an example such a suit as qu., 10, 8, 7. This is a suit of *minimum numerical strength;* that is, of four cards exactly. From this combination the lowest card, the 7, is led originally.

Here American Leads propose only a change of nomenclature. The 7 is led on either the old or the new system. But instead of calling the smallest card of minimum numerical strength the lowest card, it is now to be called the *fourth-best* card.

When the fourth-best card is led, the third hand knows the leader holds three other cards in that suit, all higher than the one led, — in the example, three cards all higher than the 7.

Now add one more card in this suit, say the 4. The leader's suit is qu., 10, 8, 7, 4.

The recognized rule and the American rule again coincide. On either system, the 7, the penultimate card of five, is led. The nomenclature only is altered; instead of calling this card the penultimate, it is called, as before, the *fourth-best*, counting from the top of the suit instead of from the bottom.

Now let another card be added, say the 2. The leader's suit is qu., 10, 8, 7, 4, 2. From a suit of six cards, most players still lead the penultimate; some lead what they call the ante-penultimate. It does not appear that any good reason can be assigned why the player should change from the 7 to the 4 because in addition he holds the 2. Hence, discarding the terms penultimate and ante-penultimate, the American method still takes the *fourth-best* card — the card of minimum numerical strength — as the one to be selected for the original lead, disregarding any or all lower cards.

Every suit, then, opened with a low card, whether of four or more cards, is treated as though the cards

below the fourth-best were not in the leader's hand; and whatever low card is led, the third player can always place in the leader's hand *exactly* three cards higher than the one first led, as shown by the following tabulated example:—

	Lead	
From qu., 10, 8,	7	
" qu., 10, 8,	7,	4
" qu., 10, 8,	7,	4, 2
" qu., 10, 8,	7,	&c, &c., &c.

The fourth-best card — in the above example the 7 — is sometimes called the *card of uniformity.*

The first maxim laid down by American Leads is —

When you open a suit with a LOW CARD, *lead your* FOURTH-BEST.

It is said that no advantage is gained by showing your partner that you hold six or seven cards of a suit. That, however, is not the point. What you do show and what you want to show is, that you *invariably* hold *exactly* three cards, all higher than the one first selected.

It has already been stated that with some few hands the original lead may be from but three cards. The only caution necessary on this head is that rigid inferences should not be drawn. The case of least infrequent occurrence is that of a

trump lead from three trumps, with very good cards in plain suits.

HIGH CARD LED (*followed by low card*).

When ace is led, from ace and four or more small cards, the second lead, according to the present play, is the lowest card. The same when king is led from king, queen, and small cards, and the king wins the trick. Also, when 10 is led from king, knave, 10, and the 10 wins the trick.

In these cases, calculation shows that there is not much to choose between the original lead of a high card and of a low one. A high card is preferred in order at once to force out the higher cards, or to make tricks early in the suit, lest the later rounds should be trumped. On the second round, then, the leader is in much the same position as though he were opening a suit with a low card.

According to the American play the second lead in these cases should be the *original fourth-best*, — the card which would have been selected if the suit had been opened with a small card. Whatever low card is led, the third player can always place in the leader's hand *exactly* two cards higher than the one selected for the second lead, as shown by the tabulated example: —

Lead		Then	
From ace,	kn., 9,	8,	7
" ace,	kn., 9,	8,	7, 5.
" ace,	kn., 9,	8,	7, 5, 3
" ace,	kn., 9,	8,	&c., &c., &c.

The second maxim laid down by American Leads may be thus stated:—

On quitting the head of your suit, lead your ORIGINAL FOURTH-BEST.

The above rule applies to the second round of the suit only. Some American-Lead players have an idea that for the sake of uniformity the maxim should be made to apply to all cases where the head of the suit is quitted. Thus, having led k., ace, from ace, k., 6, 5, 3, they maintain that the third lead should be the 5 (the original fourth-best) and not the 3. But after two rounds of a suit are out, the third lead depends so much on the previous fall of the cards, that it does not seem advisable to lay down any absolute rule. Moreover, holding the second and third best remaining cards, with or without a small one, after the second round of a suit, if the higher one is led and it is not covered second hand, it is a direct intimation to partner to please himself about trumping it; if the lower one is led, it is an instruction to partner not to pass it. If a rule is to be laid down that, holding the second and third best remaining cards after

the second round of a suit, the leader is always to proceed with the lower one, partner will be obliged to trump it whether the leader wishes it passed or not.

TABLE OF LEADS, NO. I.

(When no qualification is stated, the lead is the same, irrespective of the number or value of the cards in the suit.)

From.	Lead.
Ace, k., qu., kn. (trumps)	Kn., then ace
Ace, k., qu., kn. (plain suits)	K., then kn.
Ace, k., qu. (trumps)	Qu.
Ace, k., qu. (plain suits)	K., then qu.
Ace, qu., kn., 10.	Ace, then 10.
Ace, qu., kn. (more than one small)	Ace, then kn.
Ace, qu., kn. (one small)	Ace, then qu.
K., qu., kn., 10	10
K., qu., kn. (more than one small)	Kn.
K., qu., kn. (one small)	K., then kn.
K., kn., 10, 9	9
K., kn., 10	10
Qu., kn., 10, 9	Qu., then 9
Qu., kn., 10 (more than one small)	Qu., then 10
Qu., kn., 10 (one small)	Qu., then kn.
Kn., 10, 9, 8	Kn., then 8
Kn., 10, 9 (more than one small)	Kn., then 9
Kn., 10, 9 (one small)	Kn., then 10
10, 9, 8, 7 (trumps)	10, then 7
10, 9, 8 (more than one small, trumps)	10, then 8
10, 9, 8 (one small, trumps)	10, then 9
10, 9, 8 (plain suits)	fourth-best

HIGH CARD LED (*followed by high card*).

Readers of these pages, which are addressed only to advanced players, are supposed to know the ordinary leads. But as the volume may fall into the hands of those who are not familiar with the mode of leading from high cards, the foregoing table of leads is inserted.

Those that belong to original Long Whist, and those that are American, are given, *in extenso*, in the ORDER OF LEADS, page 24.

It will be observed that in some cases the higher of two high cards is led on the second round, when the suit consists of only four cards; but that when it consists of more than four cards, the lower of two high cards is led on the second round.

Refer, for instance, to ace, qu., kn., where ace is followed by an honour. With four of the suit, ace, then qu. is led; with more than four, ace, then kn. The reason is, that if partner remains with k. and one small one after the first lead, the leader, holding five or more originally, desires the k. to be played to the second trick, so that his suit may not be blocked. But if the leader had only four originally, he cannot afford to let the second

trick be won twice over, as then there is a much greater chance that the eventual command will remain against him.

It follows that if A. leads originally ace, then qu., B. will place kn. and one small one in the leader's hand; if A. leads ace, then kn., B. will place qu. and at least two small ones in A.'s hand.

So also, if qu. is led originally. Say ace is put on second hand. A. now has the lead again. If he led from only four cards, he cannot afford to waste his partner's singly-guarded k., so he now leads the kn. But if he holds two small cards in addition to the kn. and 10, he wants B.'s k. out of the way. Therefore, with kn., 10, and more than one small card remaining, he goes on with the 10. Again, he leads the higher of two equal cards when he held but four originally; the lower when he held more than four (*see* Table of Leads, No. I.).

And B. will count his partner's hand. The lead was from four cards at most if qu. is followed by kn; from five cards at least if qu. is followed by 10.

Now suppose qu. is led, and that the second hand puts on the k. A. gets the lead again, and all question about B.'s blocking the suit is at an end. That, however, is no reason why A. should refrain from informing his partner whether the

lead was from four cards or from more than four. A. therefore pursues the uniform plan of continuing with the higher of his two indifferent high cards when he led from a maximum of four; and of continuing with the lower of his two indifferent high cards when he opened a suit of more than four.

The same applies to kn., 10, 9. Kn. followed by 10 signifies 9 and at most one small one remaining; kn. followed by 9 signifies 10 and at least two small ones remaining. And similarly, with 10, 9, 8 in trumps, 10 followed by 9 shows four at most; 10 followed by 8 shows five at least. In plain suits a high card is not led from 10, 9, 8.

All that American Leads propose here is to make the rule constant, by extending it to other cases. Thus, with k., kn., 10, the 10 is led. If the 10 forces the ace, and A. gets the lead again, he has no alternative but to go on with the king, as his high cards are not of indifferent value; consequently, no information can be given as to the number of cards led from. But suppose the 10 forces the qu., or both qu. and ace, and that A. obtains the lead and desires to continue his suit. His k. and kn. are high indifferent cards, both marked in his hand, and it is in one sense im-

material which of them he leads. But he may as well tell his partner whether he led from four cards originally, or from more than four. This he can do by pursuing the uniform plan of selecting on the second round the higher of his two indifferent cards, — namely the k., when he remains with k., kn., and only one small one; or by selecting the lower of his two indifferent cards, — namely the kn., when he remains with k., kn., and more than one small one; just as he would, for example, in the case of a lead from qu., kn., 10. To know whether your partner led from k., kn., 10, four in suit, or from k., kn., 10, more than four in suit, may be of great value, especially in trumps. Hence, the third maxim of American Leads, —

With two high indifferent cards lead THE HIGHER *if you opened a* SUIT OF FOUR; *the* LOWER *if you opened a* SUIT OF FIVE.

This maxim is not strictly true; it is stated as above because it is more important to mark the difference between four and five than to mark the difference between five and more than five. Nevertheless, a uniform method should be adopted in the latter cases. For example: kn. is led from k., qu., kn., and at least two small ones (*see* Table of Leads, No. I.). Whether the leader next proceeds to lead

the k. or the qu., he is marked with a minimum of five in the suit originally, and with the other honour. His k. and qu. are indifferent cards. If at his second lead he continues with the k. (the higher of his indifferent cards), he remains with his minimum; namely, qu. and two small ones. But if he goes on with the qu. (the lower of his indifferent cards), he remains with k. and at least three small ones. Here the application of the principle shows whether the lead was from five cards exactly, or from more than five.

Or, again, the lead is 9 from k., kn., 10, 9. Whether the leader also holds the 8, or smaller cards, makes no difference. The 9 is still led, as it is the card which immediately conveys the greatest amount of precise information. The qu. comes out, and A. has the lead again. He now holds three high indifferent cards. If he leads the k., he remains with kn., 10 only. If he does not lead the k., he remains with k., kn., or k., 10, and at least one other card of the suit. As between the lead of the kn. or the 10, on the second round, those who like to refine on refinements prefer the kn. with only one small card, the 10 with more than one small card, widening the principle by leading the lowest of three indifferent cards when the suit led from consisted of at least six

cards. In actual play it will seldom be of much use to show the precise number of small cards remaining when more than five cards are led from. The information of most value is that the lead was from more than four cards, and that the leader remains with the command. This is known, whether the kn. or 10 is the second card led. The example is given more to show fine players the effect of uniformity of play on B.'s inferences than to proclaim a rule by which the leader may show whether he opened a suit of four, five, or six cards. What is particularly insisted on is, that the leader is not to go on with the k. (qu. being out first round), when he led from more than four cards.

With ace, k., qu., of a plain suit, k. then qu. is led, as after the lead of the k., ace and qu. are not indifferent cards; so no information can be imparted as to number. But in trumps the qu. is first led. Ace and king are now indifferent cards. After what has already been said, it is hardly necessary to observe that if after qu. the leader proceeds with the ace, he led from at most four trumps; if after qu. the k. is led, the leader remains with ace and at least two small trumps. The information conveyed by the selection of the k. rather than the ace, on the second round, or *vice versâ*, may be of the utmost value.

Leads from k., qu., and small cards are not entered in the table; as, if k. is taken by the ace, the qu. must necessarily be next led, and if the k. wins the trick the case does not come under the head of a high card followed by a high card. A small card, the original fourth-best, is then led, as already decided, unless the lead was from k., qu., kn., and a small card, when kn. is led after k.

In trumps, however, the lead of k., from k., qu., declares also the 10 in hand. If kn. ace fall to the first trick, qu. 10 are indifferent cards; and if 10 is next led, the lead was from more than four trumps.

The leader may remain with high cards which are not indifferent. He must then, on the second round, lead the card which gives information as to his commanding strength, postponing to the third round any attempt to convey information as to his numerical strength. The information will often have been forestalled in these cases by the fall of the cards in the first and second tricks. Still, system should be pursued for the sake of uniformity.

With ace, k., qu., kn. of trumps, the only way in which the leader can declare to a certainty that he led from a quart-major is by leading kn., then ace; for an adverse strong hand, not object-

ing to having trumps out, may hold up the ace on the first and second rounds. Hence, after kn. has been led, ace, k., qu. are not indifferent cards. After the second lead of ace, k. qu. become indifferent cards. Consequently, if k. is led on the third round the leader remains with qu. only; if qu. is led on the third round, the leader remains with k. and at least one small one. With such very powerful cards it will rarely make any difference whether k. or qu. is led on the third round; nevertheless, it is as well to follow rule for the sake of uniformity.

With ace, k., qu., kn. of a plain suit, k. is first led. Ace, qu., kn. are not indifferent cards. Kn. after k. is the only card that shows the lead to have been from a quart-major. If the kn. wins, it may be assumed that the ace is not held up adversely. After the second lead, ace and qu. become high indifferent cards. If ace is led on the third round, the leader remains with qu. only; if qu. is led on the third round, the leader remains with ace and at least one small card.

If the leader opens an ace, qu., kn., 10 suit, he leads ace, then 10, irrespective of the number he holds in the suit. He thus at once demonstrates great commanding strength, and enables his partner to unblock should the third hand remain with

k. singly guarded. The number of cards led from is not declared. Qu. and kn. are now marked in the leader's hand, and they are indifferent cards. If on the third round the qu. is led, the leader remains with kn. only; if on the third round kn. is led, the leader remains with qu. and at least one small card.

From ace, qu., kn., 10, 9, the old lead was ace, then 9. But this leaves the third hand in doubt whether A. remains with qu., kn., 10, or with qu. 10, or with kn. 10. The most certain information of commanding strength is conveyed by 10 after ace. Consequently, on the American plan, if ace is followed by 9, A. can only hold qu. 10 or kn. 10, and at least one small one. If neither qu. nor kn. falls, and B. does not hold one of them, precise information is not given as to the command. If either kn. or qu. falls, the other honour and the 10 are marked in A.'s hand. These cards are indifferent cards. The lead of the honour on the third round shows an original lead from five cards exactly; the lead of the 10 on the third round shows more than five. The experiment of leading the 10 on the third round should only be attempted with a partner who can be depended on not to trump it.

The recognized way of leading from k., qu., kn.,

and 10, after the first lead of the 10, is wrong; so the conditions of this combination will have to be examined at length.

The original lead of the 10 supposes that if the third hand holds ace he will put it on, and so clear the suit. If the ace is forced from any hand, the present practice is for A. next to lead the qu., — it being said that the third player can place k. kn. with the leader, but that he does not know where the qu. is. This, however, is not sound. If A. proceeds with the k. it is because he does not hold the qu., as has been already stated. And, provided the third hand can depend on his partner not to lead a losing card on the second round when he holds a winning one, it is clear, if A. goes on with the kn., that he also holds the qu. Consequently, when 10 forces ace, the qu. and kn. are indifferent cards. If the second lead is the qu., the leader ought to hold k. kn. only; if the second lead is the kn., the leader ought to remain with k. qu., and at least one small card. Observe, that if 10 led forces ace, the k. is not an indifferent card.

When the 10 wins the first trick, k., qu., and kn. are all indifferent cards. For if the lead was from k., kn., 10, without the qu., the next lead is the original fourth-best. Hence (10 having won

the trick), if the k. is the second lead, A. remains with qu. kn. only. If the second lead is the qu. or kn., A. remains with two other honours and one small card. As between qu. and kn., those who wish to refine further select the qu. when they originally held k., qu., kn., 10, and one small card; the kn., when they originally held k., qu., kn., 10, and more than one small card.

These remarks only apply to the case of A.'s continuing the suit. If the 10 forces the ace from Y. or B., and the suit is then led by any one but A., the position of the qu. is not determined; so A. must play the qu., or B. will infer that it is against. The same applies if the 10 forces the ace from Z., and Y. returns the suit (an unlikely case). If the 10 forces the ace from Z., and B. or Z. returns the suit, A. can play kn., as then the position of the qu. is determined.

Qu. kn., 10, 9 follows the same rule as ace, qu., kn., 10. Qu., then 9, is led irrespective of number. For when qu. is led, kn. 10 are marked in the leader's hand; but the third player cannot place the 9. Hence, the second lead of 9 gives the most information of commanding strength. After the second lead, kn. and 10 become indifferent cards. Kn. is led on the third round, if the leader remains with 10 only; 10 is led on the third

round, if the leader remains with kn. and at least one small one.

The same applies to kn., 10, 9, 8. Kn., then 8, in all cases. After that, the lead of 10 shows 9 alone in the leader's hand; the lead of 9 shows 10 and at least one small one in the leader's hand.

10, 9, 8, 7, in trumps, follows the same rule,—10, then 7. After that, the selection of the 9 shows a lead from only four trumps; the selection of the 8 shows a lead from five trumps at least.

It should be borne in mind that all rules are subject to the fall of the cards. It is assumed that only small cards are played, unless the contrary is stated. Really good players will of course depart from rule when the fall of the cards shows it to be advisable. To take some simple instances: A. holds ace, qu., kn., 10, 9. The lead is ace, then 10. But suppose that to the ace Y.'s k. falls. A. is by no means bound to go on with the 10, telling Y. that he holds qu. kn.; he might go on with the 9.

Or, qu. is led from qu., kn., 10, and small one; ace is put on, and B.'s 8 falls. When A. leads the suit again, he should lead a small one; as, if B. has any more, he can only hold 9 or k.

Further, it must not be forgotten that there is such a thing as an exceptional original lead. Thus, if A. leads qu. and then kn. he may hold 10 only, or one small one only, or 10 and one small one. Hence, the only *certain* inference B. can draw is that A. has not led from qu., kn., 10, and more than one small card.

Again, the play of third and fourth hands may be occasionally modified by the successful covering of a medium card by second hand. Under these circumstances third hand should be cautious in returning his partner's lead; fourth hand should be more ready if he has no special game of his own, to return the lead through the strong.

The following Table of Leads sums up the treatment of suits when a high card led is followed by a high card.

TABLE OF LEADS, NO. II.

From.	No. in Suit.	Lead.		
		1st.	2d.	3d.
Ace, k., qu., kn. (trumps)	5	Kn.	Ace	Qu.
Ace, k., qu., kn. (trumps)	4	Kn.	Ace	K.
Ace, k., qu., kn. (plain suits)	5	K.	Kn.	Qu.
Ace, k., qu., kn. (plain suits)	4	K.	Kn.	Ace
Ace, k., qu. (trumps)	5	Qu.	K.	
Ace, k., qu. (trumps)	4	Qu.	Ace	
Ace, qu., kn., 10	5	Ace	10	Kn.
Ace, qu., kn., 10	4	Ace	10	Qu.
Ace, qu., kn., and small	5	Ace	Kn.	
Ace, qu., kn., and small	4	Ace	Qu.	
K., qu., kn., 10	5	10	Kn.[1]	
K., qu., kn., 10	4	10	Qu.[1]	
K., qu., kn., 10	5	10	Qu.[2]	
K., qu., kn., 10	4	10	K.[2]	
K., qu., kn.	6	Kn.	Qu.	
K., qu., kn.	5	Kn.	K.	
K., kn., 10, 9	5	9	Kn.[3]	
K., kn., 10, 9	4	9	K.[3]	
K., kn., 10	5	10	Kn.[3]	
K., kn., 10	4	10	K.[3]	
Qu., kn., 10, 9	5	Qu.	9	10
Qu., kn., 10, 9	4	Qu.	9	Kn.
Qu., kn., 10	5	Qu.	10	
Qu., kn., 10	4	Qu.	Kn.	
Kn., 10, 9, 8	5	Kn.	8	9
Kn., 10, 9, 8	4	Kn.	8	10
Kn., 10, 9	5	Kn.	9	
Kn., 10, 9	4	Kn.	10	
10, 9, 8, 7 (trumps)	5	10	7	8
10, 9, 8, 7 (trumps)	4	10	7	9
10, 9, 8 (trumps)	5	10	8	
10, 9, 8 (trumps)	4	10	9	

[1] If 10 forces ace. [2] If 10 wins the first trick.
[3] If queen, or queen, ace are out.

A HAND AT CARDS.

CAVENDISH in his Card Essays gives us the story of "The Duffer Maxims," and some anecdotical matter of an amusing nature about the *talkers.* By way of appendix to sober instruction we have thought to introduce the conversation *verbatim* during a single hand of four persons seated for the purpose of "playing whist," as each of them called the performance, — literally, however, a rollicking exhibition that should be named

PLAYING *at* WHIST: A BURLESQUE.

THE play is by the five-point game. The score is 0. C. deals and turns the 9 of hearts.

"There," says C., "that's the way you treat *me.* I never get an honour in the world, but when *I* cut, somehow I always cut one for somebody else."

B. takes up his hand, sorts it. It is composed of ace and 2 of spades; kn., 6, and 3 of hearts; qu., kn., 9, and 7 of diamonds; and 7, 6, 5, and 4 of clubs; and he begins the usual growl. "I should

like to know how anybody is going to get anything out of this. I never *can* get a hand. [That is to say, he does not hold ace, k., and qu., of three plain suits and the four honours in trumps. Give him these cards every time, and he would be pleased to play whist.] "I suppose I must play something. There's a diamond; that's according to rule, anyhow," and throws the 7.

"You don't strike me very heavily," says D., "but I can follow suit," and throws the 6. He holds the k., 10, 8, 7, 6, of spades; the k. and 7 of hearts; the ace, k., qu., and 2 of clubs; and the k. and 6 of diamonds.

"I can take that," says A., throwing the ace; "that is, unless it's trumped." He holds the 5, 4, and 3 of spades; the ace, qu., 10, 4, and 2 of hearts; the ace, 10, 8, 3, and 2 of diamonds, and no club. "Are you going to trump that, C.?"

"No," says C., "I can't trump anything, nor take anything either, I guess," and plays the 4. He holds the qu., kn., and 9 of spades; the 9, 8, and 5 of hearts; the kn., 10, 9, 8, and 3 of clubs; and the 5 and 4 of diamonds.

"Now," says A., "let's try a little trump," and throws the 4 of hearts.

"Coming at us early, are you?" says C., and he plays the 5.

"I 'll try to get that," says B., and throws the kn.

"No you don't," says D., and bangs the k. upon the trick.

"Well, I did n't expect it," says B. "It was the best that I had. If we get out of this without losing the whole thing, *I* shall be glad."

"Now," says D., "there 's a club for you," throwing the k.

A. determines, "I 'll let that travel," and throws the 3 of spades. C. 3 of clubs, B. 4. "I did n't know but you might have the ace," said A. to B. "He might have led from king and queen."

"Yes, that 's so," said B., "of course you could n't tell." (N. B. Trumping the trick would have made no difference in result.)

"Well, I 'll have one of your trumps, anyway," says D., and throws the queen of clubs. A. trumps unwillingly with the 2 of hearts; C. plays the 8 of clubs, and B. the 5.

"Now, we 'll see about this," says A., and plays the 10 of hearts. He remembers that the k. and kn. have fallen, and thinks he knows whist pretty well to lead the 10 now instead of the ace. C. plays 8, B. 3, D. 7. "You have another," says A. to C., for he remembered the 9 was turned, — another positive proof to himself of great profi-

ciency in whist. A. qu., C. 9, B. 6, D. 6 of spades.

"Now I'll give my partner his suit." Proof number three of skill and information about the game; and he throws the 3 of diamonds, C. 5, B. kn., D. k.

"I'll have that trump anyhow," says D., and plays the ace of clubs, displaying *his* embracing knowledge of whist, that will not only not let a trump remain in the opponent's hand, but dares to sacrifice a high card to bring it out. D. ace of clubs, A. ace of hearts, C. 6 of clubs, B. 5 of clubs. Then A. plays 2 of diamonds, C. 9 of clubs, B. qu. of diamonds, D. 2 of clubs; B. 9 of diamonds, D. 7 of spades, A. 10 of diamonds, C. 10 of clubs; A. 8 of diamonds, C. 8 of spades, B. 7 of clubs, D. 9 of spades. Three rounds in silence. No help for it.

"Now," says D., "we'll have something else." A. leads the 5 of spades; C. plays qu., B. ace, and D. 10.

"Any more aces?" says D.

"No, only a little spade that I suppose you will get," says B., and plays the 2, taken by D.'s king.

"All right, we're three by card," says B. "I should never have guessed it by the looks of *my* hand."

"You must remember I helped you a little," said A.

"We stopped you from going out, that's all that I thought we *could* do," says C.

"Well, we got all that there was; there did n't any of them get away," says A.

"Come on, it's my deal," says B. "Cut the cards?"

"Yes, and I suppose cut you an honour," says C.

And so the game goes charmingly on.

This, and like to this, is the talk or the thought of hundreds of card-handlers. These players had no idea of what the cards they held were capable, and thought that they were really playing them in accordance with their value. Let us place the same cards in the hands of good Long-Whist players, who read them as they fall, drawing the inferences they offer, but under the law of their game speaking not a word, and see how A. and B., *from the same beginning*, compel the entire game before the adversaries secure a trick.

B. throws the 7 of diamonds, the correct lead from his hand; D. plays the 6. A. instantly reasons in this wise: "My partner must have three higher cards. He cannot have k. and qu., or he would have led the k.; he cannot have k.

and kn., or he would have led the 9; he holds the qu., kn., and 9. The 6 is played on my right. D. is probably not calling, for I have five trumps. Either the k. is there alone, or D. has no more. If he has no more, k. with another held by C. will take at any rate. I must pass the trick to catch the card upon my right."

All this that takes so long to write and to read flashes instantaneously through the mind of a good player.

A. throws the 3 of diamonds, for not only must he not play the ace, but he must not take the trick because he must not have the lead; C. throws the 4. B. at once took in the situation and led the highest of his trumps. D. could gain nothing by refusing to throw k. If A. had ace, and k. was not played, A. would not cover kn; and if C. had either ace or qu. (for B. could have neither of these), C. was to be helped by D.'s play, calling, in trumps, two honours for one. If A. held both ace and qu., of course D.'s play was fruitless. B. kn. of hearts, D. k., A. ace, C. 5. A. drew the other trumps with qu. and 10, played the ace of diamonds on which the k. must fall, and continued the diamonds, — B. having thrown the kn. on ace that he might be out of A.'s way, for from C.'s play of the 4 and 5 the rest of the diamonds were marked with

A. B. having taken the small diamond next led with the queen, threw the ace of spades, as he saw that with A.'s diamonds and trumps the game was won. B. led the 9 of diamonds; A. took with the 10, played the 8, and then the trumps; claiming five points and game.

As we close this text-book devoted to the students of the wondrous game, we kindly recommend those who are careless about the proprieties to contrast the *manner* of this play of the same cards, to consider the folly of making remarks while the game is in progress, and to derive such satisfaction as they may from the illustration that defines the difference between PLAYING WHIST and playing *at* whist.

APPENDIX.

It will be proper to let some of the authors speak for themselves, that their several exhibits may be our reasons for disagreement with them.

Dr. Pole declares that "no attempt has ever been made to work out or to explain the fundamental *theory of the game*, which is, that the hands of the two partners shall not be played singly or independently, but shall be combined and treated as one; and that in order to carry out most effectually this principle of combination, each partner shall adopt the long-suit system as the general basis of his play;" and that "any one who has sufficiently mastered the principles [Pole on Whist, p. 85] here laid down [that is, Cavendish instructions in duplicate, — practical with Cavendish, theoretical with Pole] to apply them fluently in his play, may be called a *sound* player, and will possess by far the most important qualification for proficiency in the game."

As no one ever supposed he could play whist without a partner; as the union of interest between partners is an established theory of itself; as it would be impossible from Pole's order of leads for a partner to *guess* what cards the leader held; as each player must singly play his own hand, regulating such play from force of circumstance, combination being mythical; as Dr. Pole neither in his "Theory" nor "Philosophy" suggests a single rule not already understood in reference to what either player shall do; and as the new doctrine of American Leads distinctly informs the partner not only what his duty is, but also what the leader holds to help him in doing it, — there can be little doubt but that the practical player stands in small need of the Doctor's theoretical advice.

Capt. Campbell-Walker states that the Alumni of the Athenæum Club discussed the right of the title to his little book of questions and answers, and "it was carried, *nem con*, that the 'Correct Card' contained *all* that was really essential to the formation of a good whist-player."

How a pocket edition of interrogatories and replies about a few points in the game can embrace *all* that is required to make an accomplished whist-player, will be understood by those

who can learn the Chinese language by consulting the characters on a tea-chest.

As the Captain directs from the four honours held the lead of k., then qu., then kn. in plain suits, and in trumps kn., then qu., then k., the Alumni will never vote Cavendish a diploma.

Mr. Richard A. Proctor, in 1885, prints "How to play Whist," and claims to instruct the players of this late day, stating in his preface that "outside the modern signalling system and the absolute rejection of the singleton lead, there is very little difference between the whist of to-day and the whist of Hoyle and Mathews."

After the above statement we are not surprised to hear Mr. Proctor call Campbell-Walker's catechism "a very useful book," to give Cavendish credit for invention of the trump-signal, to recommend the play of queen by second hand on knave led, or to print as frontispiece an absurd fabrication declaring that the cards were dealt to a duke, and justifying the silliest lead that could be made from the combination. The exhibition of this monstrosity is of a piece with the show of Pole's "remarkable whist curiosity;" and the assertions concerning it vie with the statement made by a Short-Whist writer, that "the

Vienna Coup was the result of an accidental deal, and a man on seeing the cards *instantly* exclaimed, 'I shall make all thirteen tricks.'" The wondrous Vienna Coup was the invention of some shrewd player who probably gave to its construction weeks of time.

We are much mystified to find that Mr. Proctor can say such things or print such things, for in his book are valuable games that could never have been played by Hoyle or Mathews, and there are common-sense suggestions that stand aghast as they confront the Cumberland fraud.

In a little budget of errors of about sixty pages, called "A Hand-Book of Whist," the author states that he has endeavored "to give *all* that is necessary to lay the groundwork for, in other words to insure, a good whist-player."

Now Cavendish uses a hundred pages that he may print the principles that we are required to peruse in order to ascertain that from them a theory may be moulded; and he further truthfully informs us that after the mould is made we are "to add the power of accurate observation, of acute perception, and a thorough comprehension of the whist capacities of partners and opponents." And *then* we have only

"the *elements* necessary to form a master of the science."

Under a *nom de plume* a writer dedicates his book without permission to Cavendish and J. C., and having stated that whist is entirely unsuited for gambling purposes, prints on another page the odds at Short Whist. He gives maxims and advice to students and beginners. Some of the maxims are good; a part of the advice is as follows: "If you have a miserably weak hand poor in all suits, lead the 9, if you have it, of your longest suit, which will at once convey to your partner the knowledge that you have nothing in any suit, or you have led it as the lowest of a sequence up to the king. The chances are that the cards in his own hand will tell him which, or he will know at once by the card you play on the return lead."

Perhaps it would be well to contrast the above insanity with information on page 118, *et seq.*

Another bookmaker makes "an attempt to condense, arrange, and marshal into a system *all* the specific directions for play that could be found in the works of the acknowledged masters of the game of whist." We should look for a cyclopedic

text-book of no inconsiderable size from a man who is to glean so extensively, but we are almost immediately told that "the author ventures to hope that his meagre outline of the beauties and intricacies," etc; and he winds up by asking "indulgence for errors and omissions," forcing the conclusion that *all* the directions are not given, and, alas! that some which are given may not be the literal utterances of the aforesaid acknowledged masters.

The above extracts express the spirit and the quality of the books that have been issued by the London press. It is concerning such that Cavendish writes, "Of Major A. I say nothing. Major A. is merely Mathews done into Short Whist with irrelevant additions."

University Press: John Wilson & Son, Cambridge.